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D&T	Programme of study	Bright Lights, ...	Childhood	Chop, Slice an...	Funny Faces a...	School Days	Shade and Sh...	Taxi!	Beach Hut	Coastline	Magnificent ...	Movers and S...	Push and Pull	Remarkable R...	Cook Well, Ea...	Greenhouse	Making It Move	Fresh Food, G...	Functional an...	Misty Mounta...	Tomb Builders	Warp and Weft	Architecture	Eat the Seasons	Mixed Media	Moving Mech...	Sow, Grow an...	Engineer	Food for Life	Make Do and ...
Technical knowledge	<p>KS1 6</p> <p>Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.</p>							2					4																	
Design	<p>KS1 7</p> <p>Design purposeful, functional, appealing products for themselves and other users based on design criteria.</p>			1			2	1	1					2																
Design	<p>KS1 7</p> <p>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p>			1			2	1	1					2																
Make	<p>KS1 6</p> <p>Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).</p>			1	1				1			1		2																
Make	<p>KS1 7</p> <p>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p>				1		2		1		1	1	1																	
Evaluate	<p>KS1 7</p> <p>Explore and evaluate a range of existing products.</p>			1			2	2					1	1																
Technical knowledge	<p>KS1 9</p> <p>Build structures, exploring how they can be</p>	2	1			1	2		2	1																				

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Cooking and nutrition	KS1 4 Use the basic principles of a healthy and varied diet to prepare dishes.		2										2																	
Cooking and nutrition	KS1 2 Understand where food comes from.		1										1																	
Aims and purpose	KS1 LKS2 Breadth (optional) 5 Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.		1			1							1	1				1												
Evaluate	KS1 6 Evaluate their ideas and products against design criteria.		1			1	1	1					1	1																
Design	KS2 7 Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.													1	1	1	1	1				1						1		
Make	KS2 12 Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.															2	2		2						1	1			4	
Make	KS2 16 Select from and use a wider range of materials and components, including construction															1	1	1	2	1	1	1	1		1	1		3	2	

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D&T	Programme of study	Y1	Y1	Y1	Y1	Y1	Y1	Y1	Y2	Y2	Y2	Y2	Y2	Y2	Y3	Y3	Y3	Y4	Y4	Y4	Y4	Y4	Y5	Y5	Y5	Y5	Y5	Y6	Y6	Y6
Evaluate	KS2 17 Investigate and analyse a range of existing products.															1	1	1	3	1			2			1		2	3	2
Evaluate	KS2 13 Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.														1	1	2	1	1		1		1			3		1	1	
Evaluate	KS2 7 Understand how key events and individuals in design and technology have helped shape the world.														1	1		2	1				1					1		
Technical knowledge	KS2 7 Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.															1		1					2			1		2		
Technical knowledge	KS2 9 Understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages).																3									3				
Technical knowledge	KS2 ⚠️ Understand and use electrical systems in their products (for example, series circuits incorporating switches, bulbs, buzzers and motors).																													
Technical knowledge	KS2 ⚠️ Apply their understanding of computing to program, monitor and control their products.																													

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Design	<p>KS2 7</p> <p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.</p>														1	1	1	1	1				1				1			
Cooking and nutrition	<p>KS2 9</p> <p>Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.</p>														3			1						2					3	
Cooking and nutrition	<p>KS2 8</p> <p>Understand and apply the principles of a healthy and varied diet.</p>														1			3						3				1		
Cooking and nutrition	<p>KS2 6</p> <p>Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p>														1			1						1		2		1		
Aims and purpose	<p>UKS2 Breadth <i>(optional)</i> 1</p> <p>Critique, evaluate and test their ideas and products and the work of others.</p>																								1					

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