

Key Learning in Design and Technology – Lower Key Stage 2

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Design		Make	Evaluate
<p>Develop more than one design or adaptation of an initial design</p> <p>Plan a sequence of actions to make a product</p> <p>Record the plan by drawing using annotated sketches</p> <p>Begin to use cross-sectional and exploded diagrams</p> <p>Use prototypes to develop and share ideas</p> <p>Think ahead about the order of their work and decide upon tools and materials</p> <p>Propose realistic suggestions as to how they can achieve their design ideas</p> <p>Consider aesthetic qualities of materials chosen</p> <p>Use CAD where appropriate</p>		<p>Prepare pattern pieces as templates for their design</p> <p>Cut slots</p> <p>Cut internal shapes</p> <p>Select from a range of tools for cutting</p> <p>shaping joining and finishing</p> <p>Use tools with accuracy</p> <p>Select from techniques for different parts of the process</p> <p>Select from materials according to their functional properties</p> <p>Plan the stages of the making process</p> <p>Use appropriate finishing techniques.</p>	<p>Investigate similar products to the one to be made to give starting points for a design</p> <p>Draw/sketch products to help analyse and understand how products are made</p> <p>Research needs of user</p> <p>Identify the strengths and weaknesses of their design ideas in relation to purpose/user</p> <p>Decide which design idea to develop</p> <p>Consider and explain how the finished product could be improved</p> <p>Discuss how well the finished product meets the design criteria of the user.</p> <p>Investigate key events and individuals in Design and Technology</p>
Food	Textiles	Structures	Mechanical and electrical sytemes & ICT
<p>Develop sensory vocabulary/knowledge using, smell, taste, texture and feel</p> <p>Analyse the taste, texture, smell and appearance of a range of foods (predominantly savoury)</p> <p>Follow instructions/recipes</p> <p>Make healthy eating choices – use the <i>Eatwell plate</i></p> <p>Join and combine a range of ingredients</p> <p>Explore seasonality of vegetables and fruit</p> <p>Find out which fruit and vegetables are grown in countries/continents studied in Geography</p> <p>Develop understanding of how meat/fish are reared/caught</p>	<p>Develop vocabulary for tools materials and their properties</p> <p>Understand seam allowance</p> <p>Join fabrics using running stitch, over sewing, blanket stitch</p> <p>Prototype a product using J cloths</p> <p>Use prototype to make pattern</p> <p>Explore strengthening and stiffening of fabrics</p> <p>Explore fastenings (inventors?) and recreate some</p> <p>Sew on buttons and make loops</p> <p>Use appropriate decoration techniques</p>	<p>Develop vocabulary related to the project</p> <p>Create shell or frame structures.</p> <p>Strengthen frames with diagonal struts</p> <p>Make structures more stable by giving them a wide base</p> <p>Measure and mark square section, strip and dowel accurately to 1cm</p>	<p>Develop vocabulary related to the project</p> <p>Use mechanical systems such as gears, pulleys, levers and linkages</p> <p>Incorporate a circuit into a model</p> <p>Use electrical systems such as switches bulbs and buzzers</p> <p>Use lolly sticks/card to make levers and linkages</p> <p>Use linkages to make movement larger or more varied.</p>