

Design and Technology

Recognise the movement of a mechanism within a toy or model.

Generate, develop and explain clearly ideas for products to meet a range of needs.

Plan what they have to do.

Communicate design ideas in different ways.

Select appropriate tools and techniques.

Make realistic plans.

Suggest alternative ways of making their product.

Explore the qualities of materials and how to use materials and processes .

Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with increasing accuracy.

Identify where evaluation has led to improvements.

Design and use a cam system to make a moving toy

Shelters

-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

investigate and analyse a range of existing products

-select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately

select from and use a wider range of materials and

components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

-evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

understand how key events and individuals in design and technology have helped shape the world

Understand and apply the principles of a healthy and varied diet

Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques

Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed