Design is intelligence made visible

University Study

A level/ apprenticeship study

GCSE in Design and Technology

Next Phase of Education

Nutrition: Understand how food is grown, reared, caught and processed

Cooking: Accurately measure, weigh and combine ingredients using appliances safely

Technical Knowledge: Use a range of gears, pulleys and cams to join textiles effectively

Evaluate: Evaluate their final product including the views of others

Make: Make products using finishing techniques to enhance them

Design: Research and design innovative, functional and appealing products

KEY STAGE 2

Year 6

Design: Design and explain electrical products, mechanisms and food products

Make: Make products using construction materials, electrical components

Evaluate: Evaluate a product against the initial design and consumers preference

Technical Knowledge: Use switches and circuits as well as methods to reinforce structures

Cooking: Measure, weigh and combine ingredients hygienically

Nutrition: Learn about different nutrients and food groups

KEY STAGE 2

Year 5

Design: Design and sketch a simple electrical item, mechanisms and food product

Make: Make products using construction materials and electrical components

Evaluate: Evaluate the final product against set criteria

Technical Knowledge: Use simple electrical systems, levers and linkages

Cooking: Prepare food safely using sharper utensils

Nutrition: Understand food seasonality

KEY STAGE 2

Year 4

Nutrition: Understand the importance of a varied diet

Cooking: Peel, cut and grate using a range of utensils

Technical Knowledge: Make products stiffer and stronger

Evaluate: Make simple evaluations of the final product

Make: Make products using a range of tools

Design: Design and sketch structures, textiles and food products

KEY STAGE 2

Year 3

Nutrition: Learn about vegetables and where they come from

Cooking: Peel, cut and grate to make a vegetable-based product

Technical Knowledge: Use wheels and axles and join textiles using glue and staples

Evaluate: Conduct simple evaluations on how the product works/tastes

Make: Make axles and textiles with tools and materials

Design: Design a moving mechanism, textile and food product

KEY STAGE 1

Year 2

Nutrition: Understand healthy food choices and where fruit comes from

Cooking: Cut, mix and squeeze to make a fruit-based product

Technical Knowledge: Learn how to use levers and make things stronger

Evaluate: Make simple evaluations on how the product works

Make: Make levers and structures with tools and materials

Design: Design a simple mechanism, structure and food product

KEY STAGE 1

Year 1

Nutrition: Know and talk about being healthy

Cooking: Develop fine motor skills to use a range of tools

Technical Knowledge: Use a variety of artistic materials and tools

Evaluate: Show and explain what they make

Make: Make things using a range of everyday materials

Design: Share ideas to create objects collaboratively

Early Years