

DT – Curriculum objective progression overview and coverage

Generation of ideas	<input type="checkbox"/> Create a design to meet simple design criteria. Moon Zoom	<input type="checkbox"/> Generate and communicate their ideas through a range of different methods. Towers, tunnels and turrets	<input type="checkbox"/> Develop design criteria to inform a design. Scrumdiddlyumptious, Towers, tunnels and turrets	<input type="checkbox"/> Use annotated sketches and exploded diagrams to test and communicate their ideas. I am Warrior!	<input type="checkbox"/> Use pattern pieces and computer-aided design packages to design a product. Scream Machine	<input type="checkbox"/> Develop design criteria for a functional and appealing product that is fit for purpose, communicating ideas clearly in a range of ways. Bloodheart, ID
Use of ICT	<input type="checkbox"/> Use design software to create a simple plan for a design.	<input type="checkbox"/> Use design software to create a simple labelled design or plan.	<input type="checkbox"/> Write a program to make something move on a tablet or computer screen.	<input type="checkbox"/> Write a program to control a physical device, such as a light, speaker or buzzer.	<input type="checkbox"/> Link a physical device to a computer or tablet so that it can be controlled (such as changing motor speed or turning an LED on and off) by a program. Scream Machine	<input type="checkbox"/> Use a sensor to monitor an environmental variable, such as temperature, sound or light. Tomorrow's World
Structures	<input type="checkbox"/> Construct simple structures, models or other products using a range of materials. Moon Zoom	<input type="checkbox"/> Explore how a structure can be made stronger, stiffer and more stable. Towers, tunnels and turrets	<input type="checkbox"/> Create shell or frame structures using diagonal struts to strengthen them. Mighty Metals	<input type="checkbox"/> Prototype shell and frame structures, showing awareness of how to strengthen, stiffen and reinforce them.	<input type="checkbox"/> Build a framework using a range of materials to support mechanisms.	<input type="checkbox"/> Select the most appropriate materials and frameworks for different structures, explaining what makes them strong. Blood Heart
Investigation	<input type="checkbox"/> Select the appropriate tool for a simple practical task.	<input type="checkbox"/> Select the appropriate tool for a task and explain their choice. Muck, mess and mixtures	<input type="checkbox"/> Use tools safely for cutting and joining materials and components. Scrumdiddlyumptious, Mighty Metals	<input type="checkbox"/> Select, name and use tools with adult supervision. Mighty Metals	<input type="checkbox"/> Name and select increasingly appropriate tools for a task and use them safely. Allotment, Scream Machine	<input type="checkbox"/> Select appropriate tools for a task and use them safely and precisely.
Evaluation	<input type="checkbox"/> Talk about their own and each other's work, identifying strengths or weaknesses and offering support. Moon Zoom	<input type="checkbox"/> Explain how closely their finished products meet their design criteria and say what they could do better in the future. Towers, tunnels and turrets	<input type="checkbox"/> Suggest improvements to their products and describe how to implement them, beginning to take the views of others into account. Scrumdiddlyumptious, Mighty Metals	<input type="checkbox"/> Identify what has worked well and what aspects of their products could be improved, acting on their own suggestions and those of others when making improvements. Burps, bottoms and bile	<input type="checkbox"/> Test and evaluate products against a detailed design specification and make adaptations as they develop the product. Scream Machine	<input type="checkbox"/> Demonstrate modifications made to a product as a result of ongoing evaluation by themselves and to others. Blood Heart
Food preparation and cooking	<input type="checkbox"/> Measure and weigh food items using non-standard measures, such as spoons and cups.	<input type="checkbox"/> Prepare ingredients by peeling, grating, chopping and slicing. Muck, mess and mixtures	<input type="checkbox"/> Prepare and cook a simple savoury dish. Scrumdiddlyumptious	<input type="checkbox"/> Identify and use a range of cooking techniques to prepare a simple meal. Burps, bottoms and bile, I am Warrior	<input type="checkbox"/> Use an increasing range of preparation and cooking techniques to cook a sweet or savoury dish. Allotment, Scream Machine	<input type="checkbox"/> Follow a recipe that requires a variety of techniques and source the necessary ingredients independently. Blood Heart
Nutrition	<input type="checkbox"/> Select healthy ingredients for a fruit or vegetable salad. Superheroes	<input type="checkbox"/> Describe the types of food needed for a healthy and varied diet and apply the principles to make a simple, healthy meal.	<input type="checkbox"/> Identify the main food groups (carbohydrates, protein, dairy, fruits and vegetables, fats and sugars). Scrumdiddlyumptious	<input type="checkbox"/> Design a healthy snack or packed lunch and explain why it is healthy. Burps, bottoms and bile	<input type="checkbox"/> Evaluate meals and consider if they contribute towards a balanced diet.	<input type="checkbox"/> Plan a healthy weekly diet, justifying why each meal contributes towards a balanced diet.
Origins of food	<input type="checkbox"/> Sort foods into groups by whether they are from an animal or plant source.	<input type="checkbox"/> Identify the origin of some common foods (milk, eggs, some meats, common fruit and vegetables). Muck, mess and mixtures	<input type="checkbox"/> Identify and name foods that are produced in different places. Scrumdiddlyumptious	<input type="checkbox"/> Identify and name foods that are produced in different places in the UK and beyond.	<input type="checkbox"/> Describe what seasonality means and explain some of the reasons why it is beneficial. Allotment	<input type="checkbox"/> Explain how organic produce is grown.
Materials for purpose	<input type="checkbox"/> Select and use a range of materials, beginning to explain their choices. Moon Zoom	<input type="checkbox"/> Choose appropriate components and materials and suggest ways of manipulating them to achieve	<input type="checkbox"/> Plan which materials will be needed for a task and explain why. Mighty metals	<input type="checkbox"/> Choose from a range of materials, showing an understanding of their different characteristics. Burps bottoms and bile, I am warrior	<input type="checkbox"/> Select and combine materials with precision. Allotment, Scream Machine	<input type="checkbox"/> Choose the best materials for a task, showing an understanding of their working characteristics.

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		the desired effect. Towers, tunnels and turrets				
Electricity	<input type="checkbox"/> Identify products that use electricity to make them work and describe how to switch them on and off.	<input type="checkbox"/> Create an operational, simple series circuit.	<input type="checkbox"/> Incorporate a simple series circuit into a model. Mighty Metals	<input type="checkbox"/> Incorporate circuits that use a variety of components into models or products.	<input type="checkbox"/> Use electrical circuits of increasing complexity in their models or products, showing an understanding of control.	<input type="checkbox"/> Understand and use electrical circuits that incorporate a variety of components (switches, lamps, buzzers and motors) and use programming to control their products.
Mechanisms and movement	<input type="checkbox"/> Use wheels and axles to make a simple moving model. Moon Zoom	<input type="checkbox"/> Use a range of mechanisms (levers, sliders, wheels and axles) in models or products.	<input type="checkbox"/> Explore and use a range of mechanisms (levers, sliders, axles, wheels and cams) in models or products. Mighty Metals	<input type="checkbox"/> Explore and use a range of mechanisms (levers, axles, cams, gears and pulleys) in models or products.	<input type="checkbox"/> Use mechanical systems in their products, such as pneumatics and hydraulics. Scream Machine	<input type="checkbox"/> Explain and use mechanical systems in their products to meet a design brief.
Compare and contrast	<input type="checkbox"/> Describe the similarities and differences between two products. Moon Zoom, Superheroes	<input type="checkbox"/> Compare different brands of the same product and explain their similarities and differences.	<input type="checkbox"/> Explain the similarities and difference between the work of two designers.	<input type="checkbox"/> Create and complete a comparison table to compare two or more products. Burps, bottoms and bile	<input type="checkbox"/> Survey users in a range of focus groups and compare results.	<input type="checkbox"/> Create a detailed comparative report about two or more products or inventions. optional
Everyday products	<input type="checkbox"/> Name and explore a range of everyday products and describe how they are used. Moon Zoom	<input type="checkbox"/> Explain how an everyday product could be improved. Towers, tunnels and turrets	<input type="checkbox"/> Explain how an existing product benefits the user. Scrumdiddlyumptious, Mighty Metals	<input type="checkbox"/> Investigate and identify the design features of a familiar product. I am Warrior!	<input type="checkbox"/> Explain how the design of a product has been influenced by the culture or society in which it was designed or made. Scream Machine	<input type="checkbox"/> Analyse how an invention or product has significantly changed or improved people's lives.
Staying safe	<input type="checkbox"/> Follow the rules to keep safe during a practical task.	<input type="checkbox"/> Work safely and hygienically in construction and cooking activities. Muck, mess and mixtures	<input type="checkbox"/> Use appliances safely with adult supervision. Scrumdiddlyumptious, Mighty Metals	<input type="checkbox"/> Work safely with everyday chemical products under supervision, such as disinfectant hand wash and surface cleaning spray.	<input type="checkbox"/> Explain the functionality and purpose of safety features on a range of products. Scream Machine	<input type="checkbox"/> Demonstrate how their products take into account the safety of the user.
Significant people	<input type="checkbox"/> Describe why a product is important.	<input type="checkbox"/> Explain why a designer or inventor is important. Towers, tunnels and turrets	<input type="checkbox"/> Describe how key events in design and technology have shaped the world.	<input type="checkbox"/> Explain how and why a significant designer or inventor shaped the world. I am Warrior!	<input type="checkbox"/> Describe the social influence of a significant designer or inventor.	<input type="checkbox"/> Present a detailed account of the significance of a favourite designer or inventor.