

Sequence of knowledge and skills across the curriculum in DT

DT	Knowledge	Skills
EYFS	<ul style="list-style-type: none"> Know how to safely use and explore a variety of materials, tools and techniques, experimenting with design, texture, form and function 	<ul style="list-style-type: none"> Use a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Take part in role play and narratives to do with building and mending Use a variety of materials to build and construct in a play environment indoors and outdoors
End Point		
Early Years pupils will have a		
DT	Knowledge	Skills
Key Stage 1	<ul style="list-style-type: none"> Know which tools and equipment to select for a specific purpose Know how to shape and join materials to create a finished product Understand the characteristics of materials and what they are suitable for Know how to evaluate products against design criteria Know what people ate in Victorian times Know the types of buildings in the Victorian age Understand where food comes from 	<ul style="list-style-type: none"> design purposeful, functional, appealing products for themselves and others based on design criteria communicate their ideas through talking Drawing their ideas and designs Use IT to communicate ideas and designs Select from and use a range of tools and equipment to perform practical tasks Build structures and investigate how they can be made stronger, stiffer and more stable Design an emergency vehicle, a medieval banquet, a sea creature Design and make models of Victorian shops and houses use the basic principles of a healthy and varied diet to prepare dishes

Key Stage 1 End Point

Pupils will have experienced a variety of creative and practical activities. They will have the knowledge, understanding and skills needed to design and make products.

DT	Knowledge	Skills
Key Stage 2	<ul style="list-style-type: none"> • understand how key events and individuals in design and technology have helped shape the world • Know how to shape and join materials to create a finished product with increasing accuracy • understand how to strengthen, stiffen and reinforce more complex structures • understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] • understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] • apply their understanding of computing to program, monitor and control their products • understand and apply the principles of a healthy and varied diet • understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. 	<ul style="list-style-type: none"> • 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 • select from and use a wider range of tools and equipment to perform practical tasks • Cut, shape, join and finish 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 • prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques • Make an alternative to a sandwich for a packed lunch • Make a greenhouse, a re-usable shopping bag, a trebuchet catapult, moving story books, a light box • communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Key Stage 2 End Point and progression to Key Stage 3

By the end of KS2 pupils will have strengthened their knowledge and skills and be able to apply their skills to a variety of design and make projects. They will know how to evaluate products against criteria. Their primary experiences will enable them to access the Key Stage 3 curriculum to become resourceful, innovative, enterprising and capable citizens.