

When designing and making, pupils should be taught to:

1. **Design** 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
2. generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
3. **Make** select from and use a wider range of tools and equipment to perform practical tasks, such as cutting, shaping, joining and finishing, accurately
4. 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
5. **Evaluate** investigate and analyse a range of existing products
6. evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
7. understand how key events and individuals in design and technology have helped shape the world
8. **Technical knowledge** apply their understanding of how to strengthen, stiffen and reinforce more complex structures
9. understand and use mechanical systems in their products, such as gears, pulleys, cams, levers and linkages
10. understand and use electrical systems in their products, such as series circuits incorporating switches, bulbs, buzzers and motors
11. apply their understanding of computing to programme, monitor and control their products.

Current 5/6 year A	Making Biscuits and packaging	Moving toys and controllable vehicles- robotics	Costumes and props for production
Current 5/6 year B	Containers linked to pottery Ancient Greece	Musical Instruments linked to sea shanties	Fairground rides
Other opportunities		Shelters(<i>History</i>)	Slippers (<i>History</i>)

