

St Aloysius Catholic Primary School Design & Technology Objectives

<b>KS1 Objective</b>	<b>Cycle A</b>			<b>Cycle B</b>		
	<b>Delightful Decorations</b>	<b>Moving Pictures</b>	<b>Teddy Bear's Picnic</b>	<b>Vehicles</b>	<b>Homes</b>	<b>Puppets</b>
Design purposeful, functional, appealing products for themselves and other users based on design criteria						
Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology						
Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]						
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics						
Explore and evaluate a range of existing products						
Evaluate their ideas and products against design criteria						
Build structures, exploring how they can be made stronger, stiffer and more stable						
Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their Products						
Use the basic principles of a healthy and varied diet to prepare dishes						
Understand where food comes from						

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LKS2 Objective	Cycle A			Cycle B		
	Sandwich Snacks	Packaging	Light-Up Signs	Seasonal Stockings	Making Mini Greenhouses	Storybooks
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						
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design						
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						
Investigate and analyse a range of existing products						
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						
Apply their understanding of 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						
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						

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UKS2 Objective	Cycle A			Cycle B		
	Funky Furnishings	Burgers	Chinese Inventions	Gingerbread Houses	Moving Toys	Fashion and Textiles
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						
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design						
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						
Investigate and analyse a range of existing products						
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						
Apply their understanding of 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]	Covered within LKS2 Curriculum					
Apply their understanding of computing to program, monitor and control their products	Covered within LKS2 Curriculum					
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						