



Design Technology Skills, Knowledge and Technical Vocabulary- UKS2

	Learning Objective		Knowledge (National Curriculum)	Skills	Technical Vocabulary
End of UKS2	To master practical skills	Food and Nutrition	<p>To understand and apply the principles of a healthy and varied diet.</p> <p>To prepare and cook a variety of predominately savoury dishes using a range of cooking techniques.</p> <p>To understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p>	<p>Understand the importance of correct storage and handling of ingredients (using knowledge of microorganisms)</p> <p>Measure accurately and calculate ratios of ingredients to scale up or down from a recipe</p> <p>Demonstrate a range of baking and cooking techniques</p> <p>Create and refine recipes including ingredients, methods, cooking times and temperatures</p>	<p>Recipe, utensils, instruction, peeler, grater, knife, rolling pin,</p> <p>Cut, peel, grate, ingredients, knife, cutlery, hygienic, safety.</p> <p>Measure, weigh, scale, accuracy, grams (G), kilogram (KG), pounds (LB), ounces (OZ), millilitres (ML), teaspoon, tablespoon, dessert spoon, ratios</p> <p>Oven, hob, grill.</p> <p>Temperature, Celsius, gas mark, boiling point, simmer, lukewarm, melting point, freezing point.</p> <p>Seasonality, savoury, reared, caught, grown, processed.</p>
		Textiles and Materials	<p>To 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.</p> <p>To 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.</p>	<p>Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape)</p> <p>Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper)</p> <p>Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration)</p> <p>Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as soft decoration for comfort on a cushion)</p>	<p>Material, tool, cut, curl, safely, centimetre, glue, fold, tear. Measure, mark, ruler, tape measure, shaping, range, hinges, combine, strengthen, technique, scale, slots, cut outs, precise, aesthetic, components</p> <p>Shape, textile, template, running stitch, techniques, dyeing, sequins, printing, decorate, visual, tactile, soft decoration, comfort, aesthetic, components,</p>
		Electricals and Electronics	<p>To understand and use electrical systems in their products (series circuits,</p>	<p>Create circuits using electronics kits that employ a number of</p>	<p>Wire, cell, battery, series, clip, parallel, LEDs, resistors, transistor,</p>



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			incorporating switches, bulbs, buzzers and motors)	components (such as LEDs, resistors, transistor and chips)	chips, circuit, buzzers, resistors, motors
	Construction	To select from and use a wide range of tools and equipment to perform practical tasks (cutting, shaping, joining, finishing). To 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.		Develop a range of practical skills to create products and repair items (such as cutting, drilling, screwing, nailing, gluing, filling and sanding)	Glue, product, materials, drill, screw, nail, strengthen, construct, repair, techniques, drill, screw, nail, file, sanding, aesthetic, functional, cutting, shaping, joining, finishing
	Mechanisms		To understand and use mechanical systems in products (gears, pulleys, cams, levers and linkages).	Convert rotary motion to linear using cams Use innovative combinations of electronics (or computing and mechanics in product designs)	Transference, forces, mechanisms, levers, winding, pulley, gear, rotary, linear, cams, innovative, cams, linkages, levers
To design, make, evaluate and improve		To use research and develop design criteria to inform the design of innovative, functional, appealing products that re fit for purpose, aimed at particular individuals or groups. To generate, develop, model and communicate ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. To select from and use a wide range of tools and equipment to perform practical tasks (cutting, shaping, joining, finishing). To 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. To investigate and analyse a range of existing products.		Design with the user in mind, motivated by the service a product will offer (rather than simply for profit) Make products through stages of prototypes, making continual refinements Ensure products have a high quality finish using art skills where appropriate	Materials, refine, product design, software, product, Design, product, purpose, user, refine, progress, software, service, prototypes, refinements, continual, innovative, annotated sketches, cross-sectional, computer-aided, pattern pieces, analyse,



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		<p>To evaluate ideas and products against their own design criteria and consider the views of others to improve work.</p> <p>To understand how key events and individuals in DT have helped shape the world.</p>		
	<p>To take inspiration from design throughout history</p>	<p>To critique, evaluate and test ideas and products and the work of others.</p> <p>To understand how key events and individuals in DT have helped shape the world.</p>	<p>Combine elements of design from a range of inspirational designers through history giving reasons for choices Create innovative designs that improve upon existing products Evaluate the design of products so as to suggest improvement to the user experience</p>	<p>Design, explore, improvement, evaluate, objects, products, horticultural, generate, disassemble, critique</p>