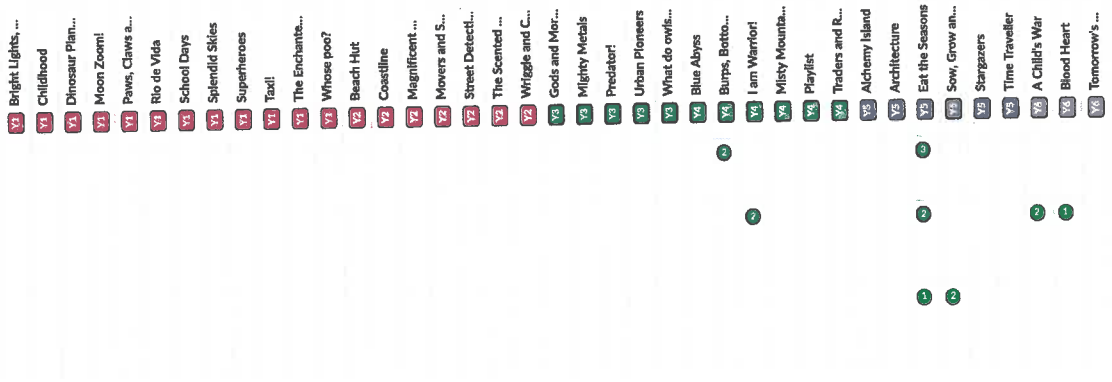
D&T	Programme of study	Bright Lights, ... Y1	Childhood Y1	Dinosaur Plan... Y1	Moon Zoom! Y1	Paws, Claws a... Y1	Rio de Vida Y1	School Days Y1	Splendid Skies Y1	Superheroes Y1	Taj! Y1	The Enchante... Y1	Whose poo? Y1	Beach Hut Y2	Coastline Y2	Magnificent ... Y2	Movers and S... Y2	Street Detecti... Y2	The Scented ... Y2	Wriggle and C... Y2	Gods and Mor... Y3	Mighty Metals Y3	Predator! Y3	Urban Pioneers Y3	What do owls... Y3	Blue Abyss Y4	Burps, Botto... Y4	I am Warrior! Y4	Misty Mounta... Y4	Playfist Y4	Traders and R... Y4	Alchemy Island Y5	Architecture Y5	Eat the Seasons Y5	Sow, Grow an... Y5	Stargazers Y5	Time Traveller Y5	A Child's War Y6	Blood Heart Y6	Tomorrow's ... Y6
Aims and purpose	Year 1-6 Breadth (optional) ⚠ Critique, evaluate and test their ideas and products and the work of others.																																						
Design	KS1 8 Design purposeful, functional, appealing products for themselves and other users based on design criteria.					3				1	1			1				2																					
Design	KS1 8 Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.					3				1	1			1				2																					
Aims and purpose	Year 1-6 Breadth (optional) ⚠ Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.																																						
Make	KS1 9 Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).			1			1							1			1	1	3	1																			
Cooking and nutrition	KS1 3 Understand where food comes from.												1										1		1														
Cooking and nutrition	KS2 6 Use the basic principles of a healthy and varied diet to prepare dishes.			1			1			1	1							1		1																		
Technical knowledge	KS1 3 Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.				1						2																											
Technical knowledge	KS1 16 Build structures, exploring how they can be made stronger, stiffer and more stable.	2	1	3	2		1	1	1			2		2	1																							
Evaluate	KS1 4 Evaluate their ideas and products against design criteria.				1		1				1			1																								
Evaluate	KS1 3 Explore and evaluate a range of existing products.				1						2																											
Make	KS1 15 Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.			1		1	1				2			1		1	1	2	4	1																		
Design	KS2 13 Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.																				1	3				1	1			1	1			1			2	2
Design	KS2 13 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.																				1	3				1	1			1	1			1			2	2
Make	KS2 3 Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.																				1	2																
Make	KS2 32 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.																				4	5	1		3	4	2	1	1	4				4	1	1	1	
Evaluate	KS2 12 Investigate and analyse a range of existing products.																								1	1	1	1	2		2			1			3
Evaluate	KS2 10 Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.																					1			1	2			1	1	1			2			1
Evaluate	KS2 2 Understand how key events and individuals in design and technology have helped shape the world.																								1												1
Technical knowledge	KS2 4 Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.																													1	2			1			
Technical knowledge	KS2 1 Understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages).																					1															
Technical knowledge	KS2 3 Understand and use electrical systems in their products (for example, series circuits incorporating switches, bulbs, buzzers and motors).																					2									1						
Technical knowledge	KS2 1 Apply their understanding of computing to program, monitor and control their products.																																				1

D&T	Programme of study
Cooking and nutrition	KS2 5 Understand and apply the principles of a healthy and varied diet.
Cooking and nutrition	KS2 7 Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
Cooking and nutrition	KS2 3 Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.