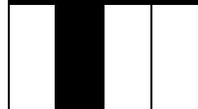


Key Stage 2 D/T

3	4	5	6	National Curriculum Programme of Study
				<p>Purpose of study</p> <p>Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.</p> <p>Key stage 2</p> <p>Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example, the home, school, leisure, culture, enterprise, industry and the wider environment].</p>
				<p>Design</p> <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▪ generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
				<p>Make</p> <ul style="list-style-type: none">▪ 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
				<p>Evaluate</p> <ul style="list-style-type: none">▪ 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

	<ul style="list-style-type: none"> ▪ understand how key events and individuals in design and technology have helped shape the world
	<p>Technical knowledge</p> <ul style="list-style-type: none"> ▪ apply their understanding of how to strengthen, stiffen and reinforce more complex structures
	<ul style="list-style-type: none"> ▪ understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
	<ul style="list-style-type: none"> ▪ understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
	<ul style="list-style-type: none"> ▪ apply their understanding of computing to program, monitor and control their products.