

Detailed coverage analysis

Curriculum 2022/23 (77 projects, 2039 lessons) live

D&T	Programme of study	Bright Lights, ... Y1	Chop, Slice an... Y1	Funny Faces a... Y1	Moon Zoom! Y1	Paws, Claws a... Y1	Taxi! Y1	Beach Hut Y2	Coastline Y2	Muck, Mess a... Y2	Push and Pull Y2	Remarkable R... Y2	The Scented ... Y2	Wriggle and C... Y2	Cook Well, Ea... Y3	Greenhouse Y3	Making It Move Y3	Electrical Circ... Y4	Fresh Food, G... Y4	Misty Mounta... Y4	Tomb Builders Y4	Warp and Weft Y4	Allotment Y5	Architecture Y5	Eat the Seasons Y5	Moving Mech... Y5	Sow, Grow an... Y5	A Child's War Y6	Electrical Circ... Y6	Food for Life Y6	Make Do and ... Y6
Design	KS1 9 Design purposeful, functional, appealing products for themselves and other users based on design criteria.		1			3	1	1		1		2																			
Design	KS1 9 Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.		1			3	1	1		1		2																			
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				2	3	1																	
Make	KS1 9 Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.			1		1		1			1		4	1																	
Evaluate	KS1 7 Explore and evaluate a range of existing products.		1		1		2	1			1	1																			
Evaluate	KS1 6 Evaluate their ideas and products against design criteria.		1		1		1	1			1	1																			
Technical knowledge	KS1 7 Build structures, exploring how they can be made stronger, stiffer and more stable.	2			2			2	1																						

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Technical knowledge	KS1 7 Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.				1		2				4																				
Cooking and nutrition	KS1 6 Use the basic principles of a healthy and varied diet to prepare dishes.		2							1		2		1																	
Cooking and nutrition	KS1 3 Understand where food comes from.		1							1		1																			
Aims and purpose	KS1 LKS2 Breadth (optional) 7 Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.		1							3		1			1				1												
Design	KS2 8 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	1	1	2	1				1						1		
Design	KS2 8 Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.														1	1	1	2	1				1						1		
Make	KS2 9 Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.															2	2									1					4

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Make	<div><div>KS2</div><div>14</div></div> <div>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.</div>															1	1		1	1	1	3	1		1		1			2	
Evaluate	<div><div>KS2</div><div>16</div></div> <div>Investigate and analyse a range of existing products.</div>															1	1	4	1	1			2		1				3	2	
Evaluate	<div><div>KS2</div><div>13</div></div> <div>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</div>														1	1	2	1	1		1				3			1	1		
Evaluate	<div><div>KS2</div><div>5</div></div> <div>Understand how key events and individuals in design and technology have helped shape the world.</div>														1	1			2				1								
Technical knowledge	<div><div>KS2</div><div>7</div></div> <div>Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.</div>							1								1			1				2		1			1			
Technical knowledge	<div><div>KS2</div><div>9</div></div> <div>Understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages).</div>																3				3				3						
Technical knowledge	<div><div>KS2</div><div>3</div></div> <div>Understand and use electrical systems in their products (for example, series circuits incorporating switches, bulbs, buzzers and motors).</div>																	1										2			

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Technical knowledge	KS2 6 Apply their understanding of computing to program, monitor and control their products.																	2											4		
Cooking and nutrition	KS2 8 Understand and apply the principles of a healthy and varied diet.														1				3						3					1	
Cooking and nutrition	KS2 13 Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.														3				1				2		2			2		3	
Cooking and nutrition	KS2 7 Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.														1				1				1		1		2			1	
Aims and purpose	UKS2 Breadth <i>(optional)</i> 2 Critique, evaluate and test their ideas and products and the work of others.																									1			1		