

Design and Technology LKS2 Cycle B

Throughout the year the children will cover a variety of aspects of the design and technology curriculum to ensure all children:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.

Autumn 2	Food – Healthy and varied diet Making wraps, pitta, rolls etc <ul style="list-style-type: none">• To investigate a range of food products.• Finding out about; the eatwell plate, food groups and nutrients• Carry out a sensory evaluation of a variety of foods• To select and use a range of utensils and techniques• Prepare ingredients hygienically and safely including cutting, grating, peeling, chopping, slicing, mixing• Basic food hygiene practices• Develop a design criteria within context that is authentic and meaningful• Sketch, annotate and communicate ideas• Make their product and evaluate against original design
Spring 2	Electrical systems- Simple circuits and switches Design, make and evaluate an electrical product Linked to science <ul style="list-style-type: none">• Investigate and evaluate battery- powered products/ switches and simple circuits• To make simple circuits with batteries, switches, bulbs and buzzers• Develop a design brief within a context that is meaningful and authentic• Use annotated sketches, cross-sectional and exploded diagrams to develop, model and communicate ideas• Evaluate throughout and the final products against the intended purpose, user and criteria

Summer 2	Mechanisms – Levers and linkages, pneumatic system Design, make and evaluate a catapult <ul style="list-style-type: none">• Start to understand that mechanical systems such as levers and linkages or pneumatic systems create movement• Know how mechanical systems such as levers, linkages and pneumatics create movement• Investigate, analyse and evaluate products• Use questioning to develop understanding• Develop a design brief that is authentic and meaningful• Use annotated sketches and prototypes to develop, model and communicate their ideas• Make high quality products drawing on the knowledge, understanding and skills that have been learnt• Evaluate the final product
-----------------	--