Design Technology Objectives KS2

Objective	Year 3			Year 4			Year 5			Year 6		
	Story -books	British Inventors	Seasonal Food	Seasonal Stockings	Green-houses	Light-Up Signs	Bridges	Chinese Inventions	Fashion & Textiles	Burgers	Bird Houses	Programming Pioneers
use research & 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 & communicate their ideas through discussion, annotated sketches, cross-sectional & exploded diagrams, prototypes, pattern pieces & computer-aided design												
select from & use a wider range of tools & equipment to perform practical tasks [for example, cutting, shaping, joining & finishing], accurately												
select from & use a wider range of materials & components, including construction materials, textiles & ingredients, according to their functional properties & aesthetic qualities												
investigate & analyse a range of existing products												
evaluate their ideas & products against their own design criteria & consider the views of others to improve their work												
understand how key events & individuals in design & technology have helped shape the world												
apply their understanding of how to strengthen, stiffen & reinforce more complex structures												
understand & use mechanical systems in their products [for example, gears, pulleys, cams, levers & linkages]												
understand & use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers & motors]												
apply their understanding of computing to program, monitor & control their products												
understand & apply the principles of a healthy & varied diet												
prepare & cook a variety of predominantly savoury dishes using a range of cooking techniques												
understand seasonality, & know where & how a variety of ingredients are grown, reared, caught & processed												