

DT KS1 NC Objectives	What is the Arctic like?	What was it like in Ravenshead in the past compared to now?	How do we find our way in the world?	Why is Dr Thomas Barnardo a hero?	What can pirates discover about the world?	How does Peru compare to England?	What makes a hero?	How did women in medicine change the world?
1a. Design – design purposeful, functional, appealing products for themselves and other users based on design criteria.			Compass	Victorian Toy			Hero Mask	Mary Seacole's Sandwiches
1b. Design – generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.								
2a. Make – select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].								
2b. Make – select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.			Construction Mechanism	Construction			Textiles	Ingredients
3a. Evaluate – explore and evaluate a range of existing products.								
3b. Evaluate – evaluate their ideas and products against design criteria.								
4a. Technical Knowledge – build structures, exploring how they can be made stronger, stiffer and more stable.								
4b. Technical Knowledge – explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.								
5a. Cooking and Nutrition – use the basic principles of a healthy and varied diet to prepare dishes.								
5b. Cooking and Nutrition – understand where food comes from.								

National Curriculum Coverage – Design and Technology – KS2

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