



<p>Spring 1</p> <p><u>Food Trade</u></p>	<p>Summer 2</p> <p><u>Night and Day</u></p>
<ul style="list-style-type: none">When designing and making, pupils should be taught to: Designuse research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groupsgenerate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided designMakeselect from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accuratelyselect from and use a wider range of materials ingredients, according to their functional properties and aesthetic qualitiesEvaluateinvestigate and analyse a range of existing productsevaluate their ideas and products against their own design criteria and consider the views of others to improve their workunderstand how key events and individuals in design and technology have helped shape the worldCooking and nutrition Pupils should be taught to: Key stage 2understand and apply the principles of a healthy and varied dietprepare and cook a variety of predominantly savoury dishes using a range of cooking techniquesunderstand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	<ul style="list-style-type: none">When designing and making, pupils should be taught to: Designuse research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groupsgenerate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided designMakeselect from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accuratelyselect from and use a wider range of materials and components, including construction materials, according to their functional properties and aesthetic qualitiesEvaluateinvestigate and analyse a range of existing productsevaluate their ideas and products against their own design criteria and consider the views of others to improve their workunderstand how key events and individuals in design and technology have helped shape the worldTechnical knowledgeunderstand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]apply their understanding of computing to program, monitor and control their products.

1. To understand seasonality and know where and how ingredients are grown, reared, caught and processed
2. To understand the principals of a healthy and varied diet
3. To learn about key individuals who have helped shape the world
4. To develop design criteria and generate ideas through annotated sketches and exploded diagrams
5. To select from a range of tools and ingredients to make an appealing product
6. To evaluate my own and others work against our own design criteria

1. To research and investigate existing products
2. To learn about key individuals who have helped shape the world
3. To develop design criteria and generate ideas through computer-aided design
4. To understand electrical systems in their products
5. To make a functional product; selecting from a range of tools and materials
6. To evaluate my own and others products against my own design criteria (use evaluation form on server)