



LKS2 TECHNOLOGISTS

OVER THE LKS2 CHILDREN'S LEARNING IN DESIGN TECHNOLOGY SHOULD INCLUDE THE FOLLOWING:

- ✓ **Researching products and improve designs through evaluation and feedback.**
- ✓ **Taking risks, becoming resourceful, innovative, enterprising and capable citizens.**
- ✓ **Applying the principles of nutrition and healthy eating through cooking and food preparation.**

BY THE END OF LKS2 A CHILD ATTAINING TYPICALLY WILL BE ABLE TO:

Design : Use research to develop design criteria that leads to a product that is fit for purpose and aimed at particular individuals or groups.

Generate, develop, model and communicate their ideas through discussion, annotated sketches, use of software, prototypes and pattern pieces.

Make : Select appropriate tools and equipment to cut, shape, join and finish.

Select appropriate materials and components, including construction materials, textiles and ingredients based on their aesthetic and functional properties.

Build structures then explore and apply how they can be made stronger, stiffer and more stable

Understand and use wheels, axles, pulleys, series circuits incorporating switches, bulbs, buzzers and motors, as appropriate, in their products.

Evaluate : Make refinements to a product and take it through stages of prototypes.

Cooking and Nutrition : Understand and apply the principles of a healthy and varied diet.

Using a range of cooking techniques, prepare and cook a variety of savoury dishes.

Know where and how a variety of ingredients are grown, reared, caught and processed.

BY THE END OF LKS2 A CHILD ATTAINING TYPICALLY WILL BE ABLE TO UNDERSTAND AND USE THE FOLLOWING VOCABULARY:

SKETCHES

TEXTILES

DIAGRAMS

REINFORCE