



UKS2 TECHNOLOGISTS

OVER THE UKS2 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 UKS2 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 cross-sectional and exploded diagrams, prototypes and pattern pieces.

Make : Select appropriate tools and equipment to accurately cut, shape, join and finish. Select appropriate materials and components, including construction materials, textiles and ingredients based on their aesthetic and functional properties.

Understand and use wheels, axles, pulleys, levers, sliders, gears series circuits incorporating switches, bulbs, buzzers and motors, as appropriate, in their products. Apply their understanding of computing to program, monitor and control their products.

Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.

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 considering seasonality.

BY THE END OF UKS2 A CHILD ATTAINING TYPICALLY WILL BE ABLE TO

UNDERSTAND AND USE THE FOLLOWING VOCABULARY:

SKETCHES

CROSS SECTION

DIAGRAMS

TEXTILES

REINFORCE