Design and Technology National Curriculum Coverage – KS1

Subject: Design and Technology

NC Content	Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
Work through your curriculum maps and record when each aspect has been covered.	**Y1 Food: Fruit and Vegetables**	**Y2 Mechanisms: Fairground wheel**	**Y1 Mechanisms: Making a moving story book**	**Y2 Food**	**Y1 Structures: Constructing a windmill**	**Y2 Mechanisms: Moving monster**	**Y1 Textiles: Puppets**	**Y2 Structures: Baby bear's chair**	**Y1 Mechanisms: Wheels and axles**	**Y2 Textiles: Pouches**	**Y1**	**Y2 Textiles & Mechanisms**
Design Design purposeful, functional, appealing products for themselves and other users based on design criteria												
Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate,												

information and communication technology												
Make Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]												
Select from and use a wide range of												

materials and components, including construction materials, textiles and ingredients, according to their characteristics												
Evaluate Explore and evaluate a range of existing products												
Evaluate their ideas and products against design criteria												
Technical knowledge Build structures,												

exploring how they can be made stronger, stiffer and more stable												
Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.												
Cooking and nutrition Use the basic principles of a healthy and varied diet to prepare dishes												

Understand where food comes from.												