LION LEARNING PATHWAYS
RESOURCED TO SUPPORT

The Design and Technology Curriculum

Design is intelligence made visible

- University Study
- A level/ apprenticeship study
- GCSE in Design and Technology

Next Phase of Education

Year 6 (KEY STAGE 2)

- Nutrition: Understand how food is grown, reared, caught and processed
- Cooking: Accurately measure, weigh and combine ingredients using appliances safely
- Technical Knowledge: Use a range of gears, pulleys and cams to join textiles effectively
- Evaluate: Evaluate their final product including the views of others
- Make: Make products using finishing techniques to enhance them
- Design: Research and design innovative, functional and appealing products

Year 5 (KEY STAGE 2)

- Design: Design and explain electrical products, mechanisms and food products
- Make: Make products using construction materials, electrical components
- Evaluate: Evaluate a product against the initial design and consumers preference
- Technical Knowledge: Use switches and circuits as well as methods to reinforce structures
- Cooking: Measure, weigh and combine ingredients hygienically
- Nutrition: Learn about different nutrients and food groups

Year 4 (KEY STAGE 2)

- Design: Design and sketch a simple electrical item, mechanisms and food product
- Make: Make products using construction materials and electrical components
- Evaluate: Evaluate the final product against set criteria
- Technical Knowledge: Use simple electrical systems, levers and linkages
- Cooking: Prepare food safely using sharper utensils
- Nutrition: Understand food seasonality

Year 3 (KEY STAGE 2)

- Nutrition: Understand the importance of a varied diet
- Cooking: Peel, cut and grate using a range of utensils
- Technical Knowledge: Make products stiffer and stronger
- Evaluate: Make simple evaluations of the final product
- Make: Make products using a range of tools
- Design: Design and sketch structures, textiles and food products

Year 2 (KEY STAGE 1)

- Nutrition: Learn about vegetables and where they come from
- Cooking: Peel, cut and grate to make a vegetable-based product
- Technical Knowledge: Use wheels and axles and join textiles using glue and staples
- Evaluate: Conduct simple evaluations on how the product works/tastes
- Make: Make axles and textiles with tools and materials
- Design: Design a moving mechanism, textile and food product

Year 1 (KEY STAGE 1)

- Design: Design a simple mechanism, structure and food product
- Make: Make levers and structures with tools and materials
- Evaluate: Make simple evaluations on how the product works
- Technical Knowledge: Learn how to use levers and make things stronger
- Cooking: Cut, mix and squeeze to make a fruit-based product
- Nutrition: Understand healthy food choices and where fruit comes from

Early Years

- Design: Share ideas to create objects collaboratively
- Make: Make things using a range of everyday materials
- Evaluate: Show and explain what they make
- Technical Knowledge: Use a variety of artistic materials and tools
- Cooking: Develop fine motor skills to use a range of tools
- Nutrition: Know and talk about being healthy