Parkwood Primary School Design & Technology KPIs



<u>KS1:</u>

- Complete a variety of creative and practical activities to develop knowledge, understanding and skills needed to engage in the process of designing of and making
- Work in a range of relevant contexts (e.g. home and school, gardens and playgrounds, the local community, industry and the wider environment)

KS2:

- Complete a variety of creative and practical activities to develop knowledge, understanding and skills needed to engage in the process of designing and making
- Work in a range of relevant contexts (e.g. the home and school, leisure, culture, enterprise, industry and the wider environment)

One DT project needs to include the entire design, make and evaluate cycle.

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Design Knowledge and Skills							
 Know what a structure is Draw and label a design 	Design a product using given design criteria as a guide	Use given design criteria to design an aesthetic and functional product, aimed at particular individuals	Develop design criteria to design an appealing and purposeful product, aimed at particular individuals	Develop design criteria to design a purposeful, appealing and functional product	Use CAD (TinkerCad), including how the design fits the design criteria		
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Make Knowledge and Skills							
	Know that materials can be joined to make movement		Know what a frame structure is	Know how to join a pulley to a structure	Know that structures can be strengthened by manipulating materials and shapes		
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Evaluate Knowledge and Skills							
Decide if a product is functional	Evaluate finished products against design criteria	 Evaluate existing products against design criteria (revisit from year 2) 	Use existing products to generate design criteria	Adapt ideas after evaluation against their design criteria before creating their final product	Adapt ideas after evaluation against their design criteria before creating their final product, taking into consideration the views of others		

Parkwood Primary School Design & Technology KPIs



Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Technical Knowledge and Skills							
Know what a mechanism is	Know what a mechanical system is	Know how pneumatic systems works (drawing in, releasing and compressing air)	 Know what strengthen means Know what reinforce means 	Know what a pulley does	Know how structures are strengthened, stiffened and reinforced in the context of real-life examples		
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Cooking and Nutrition Knowledge and Skills							
	Know what is included in the portion plate: Bread, cereal, pasta, potatoes Meat, fish and alternatives Fatty and sugary food Milk and dairy Fruit and vegetables		Know how to prepare for cooking (clean hands, clean surfaces, hair tied back and clean equipment)	Know that I can adapt a recipe to make it healthier by substituting ingredients			