

Kimbolton Primary Academy

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Key stage 2 Design and Technology

- ❖ Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose. Aimed at particular individuals or groups.
- ❖ Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams.
- ❖ Generate, develop, model and communicate their ideas through prototypes, pattern pieces and computer-aided designs.
- ❖ Select from and use a wider range of tools and equipment to perform practical tasks accurately.
- ❖ Select from and use a wider range of materials and components, textiles and ingredients according to their functional properties and aesthetic qualities.
- ❖ Investigate and analyse a range of existing products.
- ❖ Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- ❖ Understand how key events and individuals in design and technology have helped shape the world.
- ❖ Understand and use electrical systems in their products.
- ❖ Apply their understanding of computing to programme, monitor and control their products.
- ❖ Understand and apply the principles of a healthy and varied diet.
- ❖ Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
- ❖ Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.
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Year 4 Objectives:

- ❖ I can use ideas from other people when I am designing.
- ❖ I can produce a plan and explain it.
- ❖ I can evaluate and suggest improvements for my designs.
- ❖ I can evaluate products for both their purpose and appearance.



- ❖ I can explain how I have improved my original design.
- ❖ I can present a product in an interesting way.
- ❖ I can measure accurately.
- ❖ I can persevere and adapt my work when my original ideas do not work.
- ❖ I know how to be both hygienic and safe when using food.