

Curriculum Checker

Subject: **D&T**

✓ Main Programme of Study

✓ Linked Programme of Study



Subject Area	Code	Programme of Study	Year 5 ILP Choices						
			Beast Creator	Stargazers	Time Traveller	Off with Her Head!	Alchemy Island	Pharaohs	
Cooking and Nutrition	DT CN 1 KS2	Understand and apply the principles of a healthy and varied diet.							
Cooking and Nutrition	DT CN 2 KS2	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.							✓
Cooking and Nutrition	DT CN 3 KS2	Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.							✓
Design	DT D 1 KS2	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.		✓	✓			✓	✓
Design	DT D 2 KS2	Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.		✓				✓	✓
Evaluate	DT E 1 KS2	Investigate and analyse a range of existing products.	✓	✓	✓				✓
Evaluate	DT E 2 KS2	Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.	✓	✓					✓
Evaluate	DT E 3 KS2	Understand how key events and individuals in design and technology have helped shape the world.							
Make	DT M 1 KS2	Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.	✓	✓				✓	✓
Make	DT M 2 KS2	Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.	✓	✓	✓	✓	✓	✓	✓
Technical Knowledge	DT TK 1 KS2	Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.		✓					
Technical Knowledge	DT TK 2 KS2	Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages].							
Technical Knowledge	DT TK 3 KS2	Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].						✓	
Technical Knowledge	DT TK 4 KS2	Apply their understanding of computing to program, monitor and control their products.							