

# Curriculum Checker

Subject: **D&T**

✓ Main Programme of Study

✓ Linked Programme of Study



| Subject Area          | Code        | Programme of Study   | Year 3<br>ILP Choices |         |                  |               |                |           |
|-----------------------|-------------|--|-----------------------|---------|------------------|---------------|----------------|-----------|
|                       |             |  | Scrumdiddlyumptious!  | Tremors | Gods and Mortals | Mighty Metals | Urban Pioneers | Predator! |
| 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.   |                       |         |                  |               |                |           |

