



Lower KS2 Design Technology

Autumn A	Spring A	Summer A	Autumn B	Spring B	Summer B
Structures	Mechanisms	Cooking	Textiles	Digital World	Electronic Systems
1. I can investigate and evaluate 3d shapes that create a castle structure. 2. I can develop and communicate my ideas through annotated sketches. (design) 3. I can create and join (using glue and tape) 3d shapes using a net. (make) 4. I can create a 3d model using the shapes and joining methods I have learnt. (make) 5. I can evaluate my final product.	toy. 4. I can create a mechanical toy. 5. I can evaluate my mechanical toy.	I can explore the taste of different fruit and vegetables and create a flavour	market and evaluate. 2. I can explore different stitches (running stich recap, cross stitch.) 3. I can explore appliqué	1. I can discuss the digital revolution and explore posters and adverts on the market currently. 2. I can explore programming objects to move and turn. (Scratch) 3. I can plan my poster (possible link to another area of the curriculum) 4.I can make my digital poster. 5. I can evaluate my poster.	1.I can investigate night lights on the market. 2. I can understand the components in a circuit. 3. I can experiment with different materials to decide which is best for a lamp. (transparent, translucent, opaque) 4. I can design my night light. 5. I can make my nightlight. 6. I can evaluate my night light.
Children will have an understand of nets and 3D shapes. structure, net, secure 3D design, make, evaluate	Children will have made a mechanical toy using leavers and linkages. lever, linkage, adapt, pivot, design criteria	Children will have created a seasonal wrap and have an understanding of Fruit, vegetable, seasonal, diet, flavour, bridge cut, claw grip, method	stitch.	Children will have an understanding of the Digital Revolution and made a digital poster. Digital Revolution, programme	Children will have an understanding of an electrical circuit and make an aesthetic lamp switch, bulb, circuit, aesthetic, opaque, transparent, translucent.