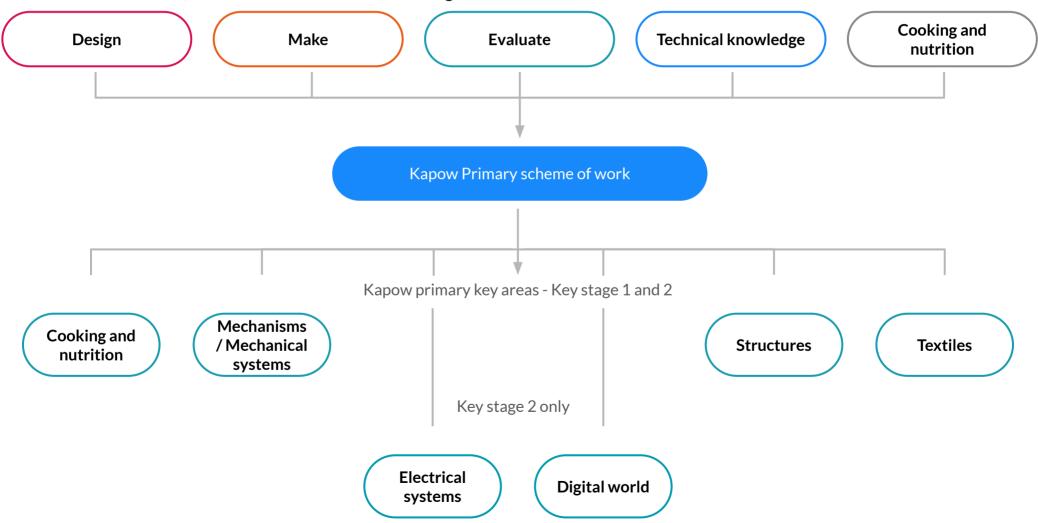


Introduction

Kapow Primary offers full coverage of the KS1 and KS2 Design and technology curriculum and we have categorised our content into six areas, with five strands that run throughout:



Overview

	Cooking and nutrition	Mechanisms	Structures	Textiles	Electrical systems	Digital world
	Aside from Elec	trical systems and Digital world,	, which are taught in KS2 only, e	ach of these acts as the focus for	r a unit within each year group	
	Fruit and vegetables	Moving storybook	Windmills	Puppets		
Year 1	Smoothie	Wheels and axles				
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	A balanced diet	Moving monsters	Baby bear's chair	Pouches		
Year 2		Ferris wheels				
Year 3	Eating seasonally	Pneumatic toys	Castles	Cushions	Electric poster	Electronic charm
Year 4	Adapting a recipe	Slingshot cars	Pavilions	Fastenings	Torches	Mindful moments timer
Year 5	What could be healthier?	Pop-up books	Bridges	Stuffed toys	Doodlers	Monitoring devices
Year 6	Come dine with me	Automata toys	Playgrounds	Waistcoats	Steady hand games	Navigating the world

The four strands (below) of the Design and technology curriculum run through each unit; with Cooking and nutrition as the focus of one unit per year

D Design M Make E Evaluate TK Technical knowledge C&N Cooking and nutrition

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May Stage 1. Notice of exercise has Design and to should as	Kapow Primary's	Kapow Primary topics Key stage 1 - Year 1						
Key Stage 1 - National curriculum Design and technology content	Design and technology strands	*Moving story books	*Windmills	* <u>Puppets</u>	*Wheels and axles	*Fruit and vegetable smoothies		
Design purposeful, functional, appealing products for themselves and other users based on design criteria	Design	V	~	~	~			
Generate, develop, model and communicate their ideas through talking, drawing, templates, mock- ups and, where appropriate, information and communication technology	Design	•	V	V	•			
Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]	Make	V	V	~	~	v		
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Make	V	V	V	~	v		
Explore and evaluate a range of existing products	Evaluate	~	V		~	v		
Evaluate their ideas and products against design criteria	Evaluate	~	~	V	~			

^{*}Units that are included in the condensed curriculum

Key Stage 1 - National curriculum Design and technology	Kapow Primary's	Kapow Primary topics Key stage 1 - Year 1						
content	Design and technology strands	*Moving story books	*Windmills	* <u>Puppets</u>	*Wheels and axles	*Fruit and vegetable smoothies		
Build structures, exploring how they can be made stronger, stiffer and more stable	Technical knowledge		~					
Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.	Technical knowledge	V	V		~			
Use basic principles of a healthy and varied diet to prepare dishes	Cooking and nutrition					~		
Understand where food comes from	Cooking and nutrition					~		

^{*}Units that are included in the condensed curriculum

Key Stage 1 - National curriculum Design and technology	Kapow Primary's	Kapow Primary topics Key stage 1 - Year 2						
content	Design and technology strands		*Baby bear's chair	*Pouches	* <u>Ferris</u> wheels	* <u>A</u> <u>balanced</u> <u>diet</u>		
Design purposeful, functional, appealing products for themselves and other users based on design criteria	Design	~	~	V	~			
Generate, develop, model and communicate their ideas through talking, drawing, templates, mock- ups and, where appropriate, information and communication technology	Design	~	~	V	~			
Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]	Make	~	~	V	~			
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Make	V	~	V	~	~		
Explore and evaluate a range of existing products	Evaluate	~		V	~	~		
Evaluate their ideas and products against design criteria	Evaluate	~	~	V	~			

^{*}Units that are included in the condensed curriculum

Key Stage 1 - National curriculum Design and technology	Kapow Primary's	Kapow Primary topics Key stage 1 - Year 2						
content	Design and technology strands	*Moving monsters	*Baby bear's chair	* <u>Pouches</u>	* <u>Ferris</u> wheels	* <u>A</u> <u>balanced</u> <u>diet</u>		
Build structures, exploring how they can be made stronger, stiffer and more stable	Technical knowledge		~		~			
Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.	Technical knowledge	V			V			
Use basic principles of a healthy and varied diet to prepare dishes	Cooking and nutrition					V		
Understand where food comes from	Cooking and nutrition					V		

^{*}Units that are included in the condensed curriculum

Key Stage 2 - National curriculum Design and	Kapow Primary's nand Design and	Kapow Primary topics Lower key stage 2 - Year 3							
technology content	technology strands	*Eating seasonally	* <u>Castles</u>	*Cushions	*Pneumatic toys	Electric poster	*Electronic charm		
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	V	~	~	~	V	~		
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design	Design		~	~	~	V	~		
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	Make		~	~	V	V	~		
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Make	~	~	~	~	V	~		
Investigate and analyse a range of existing products	Evaluate		~	~	~				
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	Evaluate		~	~	✓	V	•		

^{*}Units that are included in the condensed curriculum

Key Stage 2 - National curriculum Design and	Kapow Primary's Design and	Kapow Primary topics Lower key stage 2 - Year 3							
technology content	technology strands	*Eating seasonally	* <u>Castles</u>	*Cushions	*Pneumatic toys	Electric poster	*Electronic charm		
Understand how key events and individuals in design and technology have helped shape the world	Evaluate				~		~		
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures	Technical knowledge		~						
Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]	Technical knowledge				~				
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]	Technical knowledge					~			
Apply their understanding of computing to program, monitor and control their products	Technical knowledge						~		
Understand and apply principles of a healthy and varied diet	Cooking and nutrition	~							
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques	Cooking and nutrition	~							
Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed	Cooking and nutrition	~		*Units tha	at are included i	n the condens	ed curriculum		

Key Stage 2 - National curriculum Design and	Kapow Primary's	Kapow Primary topics Lower key stage 2 - Year 4								
technology content	Design and technology strands	* <u>Pavilions</u>	*Adapting a recipe	* <u>Fastenings</u>	* <u>Slingshot</u> <u>cars</u>	* <u>Torches</u>	Mindful timer			
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	~	~	V	V	~	~			
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computeraided design	Design	V		~	V	V				
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	Make	~		~	V	V	V			
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Make	~	~	V	V	~				
Investigate and analyse a range of existing products	Evaluate	~	~	V	V	V	~			
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	Evaluate	~	~	~	V	~	~			

^{*}Units that are included in the condensed curriculum

Key Stage 2 - National curriculum Design and	Kapow Primary's Design and	Kapow Primary topics Lower key stage 2 - Year 4							
technology content	technology strands	*Pavilions	*Adapting a recipe	*Fastenings	* <u>Slingshot</u> cars	* <u>Torches</u>	Mindful timer		
Understand how key events and individuals in design and technology have helped shape the world	Evaluate				~	✓			
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures	Technical knowledge	~							
Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]	Technical knowledge				✓				
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]	Technical knowledge					~			
Apply their understanding of computing to program, monitor and control their products	Technical knowledge						V		
Understand and apply principles of a healthy and varied diet	Cooking and nutrition		~						
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques	Cooking and nutrition		~						
Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed	Cooking and nutrition		~	*Units t	hat are included	l in the condens	ed curriculum		

Vov Stago 2 National curriculum Decign and	Kapow Primary's	Kapow Primary topics Upper key stage 2 - Year 5							
Key Stage 2 - National curriculum Design and technology content	Design and technology strands	*What could be healthier?	*Pop-up books	Stuffed toys	* <u>Doodlers</u>	*Bridges	*Monitoring devices		
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	V	V	~	~	~	~		
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design	Design	V	V	~		~	~		
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	Make		~	~	~	V			
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	Make	V	~	~		~			
Investigate and analyse a range of existing products	Evaluate		~	~	~	V			
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	Evaluate		V	~	~	~	~		

^{*}Units that are included in the condensed curriculum

Vov. Stage 2. National curriculum Decign and	Kapow Primary's	Kapow Primary topics Upper key stage 2 - Year 5							
Key Stage 2 - National curriculum Design and technology content	Design and technology strands	*What could be healthier?	* <u>Pop-up</u> <u>books</u>	Stuffed toys	* <u>Doodlers</u>	*Bridges	*Monitoring devices		
Understand how key events and individuals in design and technology have helped shape the world	Evaluate	~					~		
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures	Technical knowledge				~	~	~		
Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]	Technical knowledge		~						
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]	Technical knowledge				~				
Apply their understanding of computing to program, monitor and control their products	Technical knowledge						~		
Understand and apply principles of a healthy and varied diet	Cooking and nutrition	~							
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques	Cooking and nutrition	~							
Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed	Cooking and nutrition	~							

^{*}Units that are included in the condensed curriculum

Key Stage 2 - National curriculum Design and	Kapow Primary's	Kapow Primary topics Upper key stage 2 - Year 6								
technology content	Design and technology strands	*Come dine with me	*Automata toys	*Steady hand game	*Playgrounds	*Navigating the world	<u>Waistcoats</u>			
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	V	~	~	~	V	V			
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design	Design		~	~	~	V	~			
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	Make		~	~	~	V	V			
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	Make	V		~	~		V			
Investigate and analyse a range of existing products	Evaluate		~	~	•		~			
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	Evaluate		~	*Un	✓ its that are include	ed in the conden	sed curriculum			

Key Stage 2 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Kapow Primary topics Upper key stage 2 - Year 6					
		*Come dine with me	* <u>Automata</u> <u>toys</u>	*Steady hand game	* <u>Playgrounds</u>	*Navigating the world	<u>Waistcoats</u>
Understand how key events and individuals in design and technology have helped shape the world	Evaluate	~	~	~			
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures	Technical knowledge				✓		
Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]	Technical knowledge		~				
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]	Technical knowledge			~			
Apply their understanding of computing to program, monitor and control their products	Technical knowledge					~	
Understand and apply principles of a healthy and varied diet	Cooking and nutrition	V					
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques	Cooking and nutrition	V					
Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed	Cooking and nutrition	V		*U	nits that are includ	led in the conden	sed curriculum