



National Curriculum Design Technology Key Stage 1

Design Technology National Curriculum Objectives (KS1)		Where are they taught?
Pupils should be taught to...		
Design	design purposeful, functional, appealing products for themselves and other users based on design criteria	Come Fly With Me! Arctic Circle Light Up the World Inter-Nation Media Station Happily Ever After Zero to Hero Land Ahoy!
	generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	Come Fly With Me! Arctic Circle Light Up the World Happily Ever After Zero to Hero Land Ahoy!
Make	select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing)	Come Fly With Me! Arctic Circle Light Up the World Inter-Nation Media Station Going Wild Happily Ever After Unity in the Community Land Ahoy!
	select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Inter-Nation Media Station Going Wild Happily Ever After Zero to Hero Land Ahoy!
Evaluate	understand the importance of exploring and evaluating a range of existing products	Happily Ever After Land Ahoy!
	evaluate their ideas and products against design criteria	Happily Ever After Land Ahoy!
Technical Knowledge	build structures, exploring how they can be made stronger, stiffer and more stable	Unity in the Community
	explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products	Come Fly With Me! Arctic Circle Light Up the World
Cooking and Nutrition	use the basic principles of a healthy and varied diet to prepare dishes	KS1 3D PSHE C1 U1 L2-3
	understand where food comes from	KS1 3D PSHE C1 U1 L1-2