



Design and Technology- National Curriculum Coverage Tracker



Year 1 and Year 2

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment].

When designing and making, pupils should be taught to:		A1	A2	A3	B1	B2	B3
Design	design purposeful, functional, appealing products for themselves and other users based on design criteria		X	X		X	X
	generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	X			X		X
Make	select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]	X		X	X		X
	select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	X		X	X		X
Evaluate	explore and evaluate a range of existing products		X	X		X	
	evaluate their ideas and products against design criteria	X			X		X
Technical Knowledge	build structures, exploring how they can be made stronger, stiffer and more stable	X			X		
	explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products			X			X
Cooking and Nutrition	use the basic principles of a healthy and varied diet to prepare dishes		X			X	
	understand where food comes from		X			X	

A1- IS THERE ONLY ONE TYPE OF TREASURE?

A2- SHOULD WE LOOK AFTER OUR PLANET?

A3- WHY IS MOVEMENT A MUST?

B1- IS LIGHT IMPORTANT?

B2- WHERE IN THE WORLD WOULD YOU LIKE TO GO?

B3- OH I DO LIKE BE BESIDE THE SEASIDE! DO YOU?

