

Design Technology in Lower Key Stage 2

Cook Well, Eat Well

- I can talk describe what a healthy, balanced diet is (and give examples of different food groups and the amounts of each we should eat).
- I can investigate different ways to cook the same vegetable (boiling, roasting, microwaving, frying and baking) and describe the differences in taste and texture this causes.

Push and Pull

- I can explore mechanisms in my own designs (sliders, levers and linkages).
- I can explore and select the component I think will be most effective (choosing which to use in my design for a greeting card).

Greenhouse

- I can explain how events in design technology (the building of the Eden Project in Cornwall) has helped to shape the world.
- I can use tools and equipment (glue guns, triangular supports) to strengthen my models.
- I can predict and then test which materials will be most suitable (in my own greenhouse design and model).

Tomb Builder

- I can explore and evaluate a range of simple machines (including levers, pulleys, inclined planes and wheels and axles).
- Can select from a wide range of materials and explain my choices (with annotated diagrams).
- I can use my knowledge of simple machines to help ancient Egyptian tomb builders (to move and lift heavy stones).

Functional and Fancy Fabrics

- I can discuss the design features of products and identify their characteristics (home fabric products).
- I can discuss and evaluate how an individual (William Morris) has used design technology to shape the world.
- I can understand the term 'hem' and sew one (around my fabric swatch).

Fresh Food, Good Food

- I can understand how key events (the creation of 'use by' dates, pasteurisation and food packaging) shaped the world.
- I can make a product (a packaged snack) which meets a design criteria.

