Subject Progression



Design and Technology



Year 5

National Curriculum Aims and Objectives

Design:

- 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
- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make:

- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- 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

Evaluate:

- Investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work understand how key events and individuals in design and technology have helped shape the world

Cooking and Nutrition:

- Understand and apply the principles of a healthy and varied diet
- prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed

Technical knowledge:

- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
- understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
- apply their understanding of computing to program, monitor and control their products

Autumn	Spring	Summer	
Textiles/Sheet Materials	Construction / Technical Knowledge	Food	
Understand pattern layout.	Use hand drill to drill tight and loose fit holes.	prepare and select foods for a particular purpose.	
Decorate textiles appropriately	Cut strip wood, dowel, square	Taste a range of ingredients and food items to	
Know useful properties.	Join materials using appropriate methods	develop a sensory food vocabulary for use when	
Sheet Materials	Incorporate motor and switch into a model.	designing.	
Cut slots	Control a model using an ICT control programme.	Weigh and measure using scales.	
Cut accurately and safely to a marked line	Use a cam to make an up and down mechanism.	Cut and shape ingredients (eg grating)	
Join and combing materials with temporary, fixed	Use a glue gun with close supervision.	Join and combine foods (beating or rubbing in)	
or moving joining's	Choose materials based on their functional	Work safely and hygienically	
Choose an appropriate sheet material for the	purposes and aesthetic qualities.	Understand how to feed themselves and others	
purpose		affordably in the future.	