

DESIGN TECHNOLOGY KNOWLEDGE	Early Years	KS1 (Y1 and Y2)	Lower KS2 (Y3 and Y4)	Upper KS2 (Y5 and Y6)
DESIGN				
Context	imaginary, home, school, garden, playground, local community		imaginary, leisure, culture, enterprise, industry and wider environment	
MAKE				
Joints	Properties of different glues e.g. gluestick vs PVA.	Using techniques other than sellotape e.g. tabs/ split pins/ treasury tags to join paper/ card.	Joining rigid materials e.g. wood using cardboard triangles as reinforcement.	Joining different materials by e.g. increasing the surface area of contact.
Structures	Experimenting with junk materials.	Reinforcing joints. Choice of material to support structures by increasing rigidity.	Use of frameworks e.g. tripod/ triangle when creating stable structures.	Building 3d structures by combining shapes and materials.
Mechanisms	Construction kits	Pivots and levers e.g. paper/ card mechanisms using split pins. Wheels and axles.	Magnetic control as a mechanism.	Electrical systems: switches controlling light/ sound.
Food and Nutrition All units to reinforce HYGIENE.	CONTEXT: <i>Sandwiches Party Food</i> Types of fruit and vegetables. Sorting food choices into more/ less Healthy.	CONTEXT: <i>Fruit Salad Breakfast</i> Components of a balanced diet (Eatwell plate). Know where food comes from.	CONTEXT: <i>Lunch Dinner</i> Food is grown, reared and caught.	CONTEXT: <i>Adapting recipes for different requirements e.g. vegetarian, vegan, coeliac.</i> Seasonal variations in food availability.
ANALYSIS				
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