

How does Kapow Primary help our school to meet statutory guidance for D&T?

Each of our key areas links to the technical knowledge section of the Design and technology National Curriculum **or** reinforces principles learnt through exploring various methods and techniques. From KS1 to KS2, the technical knowledge descriptors build upon prior learning and/or introduce new learning.

	Structures	Mechanisms	Textiles	Electrical systems	Digital world	Cooking and nutrition
EYFS	<p>Explore junk modelling, tinkering with temporary and permanent joins, and a range of materials.</p> <p>Create basic models to test in different conditions.</p>	<p>Explore a simple paper slider mechanism.</p>	<p>Explore and develop threading and weaving skills with different materials and objects.</p>			<p>Explore and become familiar with different fruits and vegetables, using their senses.</p>
KS1	<p>Build structures such as windmills and chairs, exploring how they can be made stronger, stiffer and more stable. Recognise areas of weakness through trial and error.</p>	<p>Introduce and explore simple mechanisms, such as sliders, wheels and axles in their designs. Recognise where mechanisms such as these exist in toys and other familiar products.</p>	<p>Explore different methods of joining fabrics and experiment to determine the pros and cons of each technique.</p>	<p>KS2 only* Create functional electrical products that use series circuits, incorporating different components such as bulbs, LEDs, switches, buzzers and motors.</p> <p>Consider how the materials used in these products can:</p>	<p>KS2 only* Learn how to develop an electronic product with processing capabilities.</p> <p>Apply Computing principles to program functions within a product including to control and monitor it.</p> <p>Understand how the history and evolution of product design lead to the on-going Digital revolution and the impact it is having in the world today.</p>	<p>Learn about the basic rules of a healthy and varied diet to create dishes.</p> <p>Understand where food comes from, for example plants and animals.</p>
KS2	<p>Continue to develop KS1 exploration skills, through more complex builds such as pavilion and bridge designs. Understand material selection and learn methods to reinforce structures.</p>	<p>Mechanical systems</p> <p>Extend pupils understanding of individual mechanisms, to form part of a functional system, for example: Automatas, that use a combination of cams, followers, axles/shaft, cranks and toppers.</p>	<p>Understand that fabric can be layered for effect, recognising the appearance and technique for different stitch and fastening types, including their:</p> <ul style="list-style-type: none"> • Strength. • Appropriate use. • Design. 	<ul style="list-style-type: none"> • Protect the circuitry. • Reflect light. • Conduct electricity. • Insulate. 		<p>Understand and apply the principles of a healthy and varied diet to prepare and cook a variety of dishes using a range of cooking techniques and methods.</p> <p>Understand what is meant by seasonal foods.</p> <p>Know where and how ingredients are sourced.</p>