




<p><b>Condover Church of England Primary School</b>  <i>Love Each Other and Know We Are Loved</i>  Love    Forgiveness    Trust</p> 	<p><b>St Edward's Church of England Primary School</b>  <i>Love Each Other and Know We Are Loved</i>  Love    Forgiveness    Trust</p> 	<p><b>BITTERLEY C OF E PRIMARY SCHOOL</b>  <i>'Be courageous; be strong. Do everything in love' (1 Corinthians 16:13-14)</i></p> 
<h2 style="text-align: center;">Design Technology Endpoints 2023 - 24</h2>		
<p><b>End of EYFS</b>  <b>ELG:</b></p> <ul style="list-style-type: none"> <li>• safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function;</li> <li>• share their creations, explaining the process they have used</li> <li>• use a range of small tools, including scissors, paint brushes and cutlery;</li> </ul> <p><b>End of KS1</b></p> <ul style="list-style-type: none"> <li>• <b>Design</b></li> <li>• design purposeful, functional, appealing products for themselves and other users based on design criteria</li> <li>• generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</li> <li>• <b>Make</b></li> <li>• select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</li> <li>• select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</li> <li>• <b>Evaluate</b></li> <li>• explore and evaluate a range of existing products</li> <li>• evaluate their ideas and products against design criteria</li> <li>• <b>Technical knowledge</b></li> <li>• build structures, exploring how they can be made stronger, stiffer and more stable</li> <li>• explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</li> <li>• <b>Cooking and nutrition</b></li> <li>• use the basic principles of a healthy and varied diet to prepare dishes</li> <li>• understand where food comes from.</li> </ul>		

## **End of KS2**

### **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

### **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.

### **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.

### **Children will leave Condoover and St Edwards as children who:**

- can understand the functional and aesthetic properties of a range of materials and resources.
- can understand how to use and combine tools to carry out different processes for shaping, decorating, and manufacturing products.
- can Build and apply a repertoire of skills, knowledge and understanding to produce high quality,
- can understand and apply the principles of healthy eating, diets, and recipes, including key processes, food groups and cooking equipment.
- Can self-evaluate and reflect on learning at different stages and identify areas to improve.