**Puddletown First School**

**KS2 Design and Technology – Achieving Mastery**

At Puddletown First School we understand the National Curriculum to be a mastery curriculum. We believe to show mastery of the Geography curriculum children need to be able to demonstrate key skills or concepts independently. The principle behind achieving mastery in the children being able to demonstrate an ability *‘to think like a designer’*

**Curriculum intent:**

* To have the skills, knowledge and understanding to engage in the process of designing and making in a range of contexts
* To be able to develop, amend and improve their ideas and product

**Cooking**

* Understand elements of a balanced diet
* Prepare a savoury dish
* Understand seasonality and elements of food production
* Grow a food from seed

**Design**

* To research and develop design criteria to inform the design of their product
* Generate, develop and communicate their ideas and designs

**Make**

* Select and use a range of tools
* Select and use appropriate materials and components according to their functional properties and aesthetic qualities

**Evaluate**

* Investigate and analyse a range of existing products
* Evaluate their products taking into account the views of others
* Understand how key events and individuals in design and technology have helped shape the world

**Technical Knowledge**

* Apply knowledge on how to strengthen more complex structures
* Understand and use mechanical systems in their products
* Understand and use electrical systems in their products
* Use IT to programme, monitor and control a product

**Key vocabulary**