

DT objectives overview – PLANBEE

Beeches Y1/2 A & B

Objective	Year 1 / 2 A			Year 1/2 B		
	Moving Pictures	More fruit and veg	ES Castles	Fire Engines	Arctic Adventures DT - Boats	Seaside Snacks
KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria						
KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.						
KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing						
KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics						
KS1 - explore and evaluate a range of existing products						Needs to be covered through tasting etc
KS 1 – evaluate their ideas and products against design criteria						
KS 1 – build structures, exploring how they can be made stronger, stiffer and more stable						
KS 1 – explore and use mechanisms (e.g. levers, sliders, wheels, axles) in their products						
KS 1 – use the basic principles of a healthy and varied diet to prepare dishes						
KS 1 – understand where food comes from						Needs to be covered discretely

- ES Castles suggestion and coverage has been chosen (rather than PLANBEE scheme) as the knowledge content and skills covered within that are of a more detailed and appropriate level.

DT objectives overview – PLANBEE

Larches Y3/4 A & B

Objective	Year 3/4 A			Year 3/4 B		
	Light Up Signs	Money Boxes	Story books	Seasonal food	Alarms	British Inventors
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						
select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately				discrete		
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						
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						
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						
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						

DT objectives overview – PLANBEE

Oaks Y5/6 A & B

Objective	Year 5/6 A			Year 5/6 B		
	Moving Toys	Bread	Programming Pioneers	Gingerbread Houses	Bridges	Fashion and Textile
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						
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						
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						Cover in addition
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						
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		Done through topic				