



Margaret Wix Primary School

"Excellence, Creativity, Individuality"



KS2 DT End Points

At Margaret Wix Primary School, we strive for all pupils to develop enthusiasm for learning so that they are fully engaged in Design Technology and acquire the knowledge, skills and creativity that they will require to be successful both now, and in the future. Below are the end points that our curriculum is building towards; our school's curriculum is planned and sequenced so that knowledge, skills and creativity build on what has been taught before, enabling pupils to work towards these clearly defined end points.

Design	<p>Pupils will be able to:</p> <ul style="list-style-type: none">• 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	<p>Pupils will be able to:</p> <ul style="list-style-type: none">• 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	<p>Pupils will be able to:</p> <ul style="list-style-type: none">• 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
DT knowledge	<p>Pupils will be able to:</p> <ul style="list-style-type: none">• Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.• Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
DT skills	<p>Pupils will be able to:</p> <ul style="list-style-type: none">• Understand and use electrical systems in their products [for example, series circuits]• Understand and apply the principles of a healthy and varied diet• Apply their understanding of how to strengthen, stiffen and reinforce more complex structures• Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques