

National Curriculum Statement for Design and Technology at KS2

The National Curriculum for KS2 Design & Technology (D&T) aims to develop pupils' creativity, technical expertise, and practical skills, teaching them to design and make products for real-world contexts by working through iterative cycles of researching, designing, making, and evaluating, incorporating knowledge from maths, science, and art, while also learning about nutrition and cooking to become confident, resourceful, and innovative participants in a technological world.

Key Areas of Learning:

- **Designing & Making:** Pupils develop skills to create functional and appealing products, generating ideas through sketches, diagrams, and prototypes, using various tools and materials.
- **Technical Knowledge:** They explore structures, mechanisms (levers, wheels, axles), and learn about the properties of materials, making products stronger, stiffer, and more stable.
- **Cooking & Nutrition:** Understanding healthy eating, seasonality, and preparing a variety of predominantly savoury dishes using different cooking techniques.
- **Evaluation & Iteration:** Critically assessing their own and others' products, learning to improve designs and understanding the impact of technology.
- **Contexts:** Working in diverse settings like home, school, culture, and industry, solving real and relevant problems.

Core Principles:

- **User, Purpose, Functionality:** Designing with a specific user and purpose in mind.
- **Design Decisions, Innovation, Authenticity:** Encouraging creative and original solutions.

In essence, KS2 D&T builds on KS1, focusing on applying skills to create high-quality prototypes, understand the broader impact of D&T, and develop essential life skills through practical, cross-curricular projects.