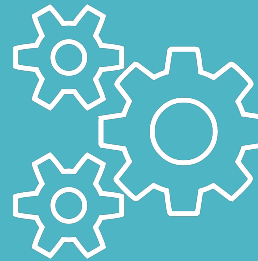


*Design and technology*

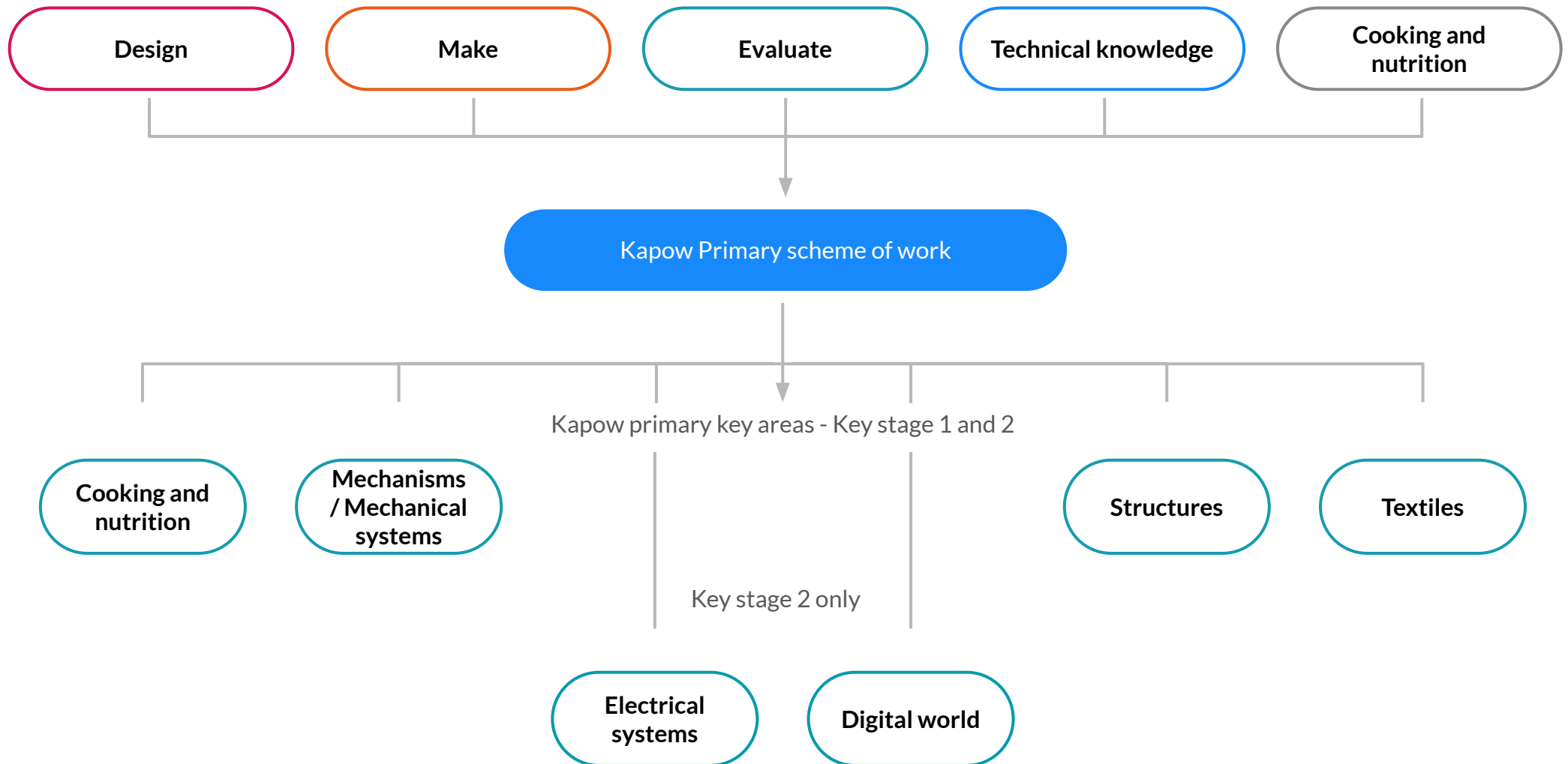


*Kapow  
Primary™*

National curriculum  
mapping

# Introduction

Kapow Primary offers full coverage of the KS1 and KS2 Design and technology curriculum and we have categorised our content into six areas, with five strands that run throughout:



# Overview

Cooking and nutrition	Mechanisms	Structures	Textiles	Electrical systems	Digital world
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Aside from Electrical systems and Digital world, which are taught in KS2 only, each of these acts as the focus for a unit within each year group

<b>Year 1</b>	Fruit and vegetables Smoothie	Moving storybook Wheels and axles	Windmills	Puppets		
<b>Year 2</b>	A balanced diet	Moving monsters Ferris wheels	Baby bear's chair	Pouches		
<b>Year 3</b>	Eating seasonally	Pneumatic toys	Castles	Cross stitch and appliqué	Electric poster	Electronic charm
<b>Year 4</b>	Adapting a recipe	Slingshot cars	Pavilions	Fastenings	Torches	Mindful moments timer
<b>Year 5</b>	What could be healthier?	Pop-up books	Bridges	Stuffed toys	Doodlers	Monitoring devices
<b>Year 6</b>	Come dine with me	Automata toys	Playgrounds	Waistcoats	Steady hand games	Navigating the world

The four strands (below) of the Design and technology curriculum run through each unit; with Cooking and nutrition as the focus of one unit per year



# National Curriculum by Kapow Primary's themes and topics

Key Stage 1 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Kapow Primary topics Key stage 1 - Year 1				
		<a href="#">*Moving story books</a>	<a href="#">*Windmills</a>	<a href="#">*Puppets</a>	<a href="#">*Wheels and axles</a>	<a href="#">*Fruit and vegetable smoothies</a>
Design purposeful, functional, appealing products for themselves and other users based on design criteria	Design	✓	✓	✓	✓	
Generate, develop, model and communicate their ideas through talking, drawing, templates, mock- ups and, where appropriate, information and communication technology	Design	✓	✓	✓	✓	
Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]	Make	✓	✓	✓	✓	✓
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Make	✓	✓	✓	✓	✓
Explore and evaluate a range of existing products	Evaluate	✓	✓		✓	✓
Evaluate their ideas and products against design criteria	Evaluate	✓	✓	✓	✓	

\*Units that are included in the condensed curriculum

# National Curriculum by Kapow Primary's themes and topics

Key Stage 1 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Kapow Primary topics Key stage 1 - Year 1				
		* <a href="#">Moving story books</a>	* <a href="#">Windmills</a>	* <a href="#">Puppets</a>	* <a href="#">Wheels and axles</a>	* <a href="#">Fruit and vegetable smoothies</a>
Build structures, exploring how they can be made stronger, stiffer and more stable	Technical knowledge		✓			
Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.	Technical knowledge	✓	✓		✓	
Use basic principles of a healthy and varied diet to prepare dishes	Cooking and nutrition					✓
Understand where food comes from	Cooking and nutrition					✓

\*Units that are included in the condensed curriculum

# National Curriculum by Kapow Primary's themes and topics

Key Stage 1 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Kapow Primary topics Key stage 1 - Year 2				
		* <a href="#">Moving monsters</a>	* <a href="#">Baby bear's chair</a>	* <a href="#">Pouches</a>	* <a href="#">Ferris wheels</a>	* <a href="#">A balanced diet</a>
Design purposeful, functional, appealing products for themselves and other users based on design criteria	Design	✓	✓	✓	✓	
Generate, develop, model and communicate their ideas through talking, drawing, templates, mock- ups and, where appropriate, information and communication technology	Design	✓	✓	✓	✓	
Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]	Make	✓	✓	✓	✓	
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Make	✓	✓	✓	✓	✓
Explore and evaluate a range of existing products	Evaluate	✓		✓	✓	✓
Evaluate their ideas and products against design criteria	Evaluate	✓	✓	✓	✓	

\*Units that are included in the condensed curriculum

# National Curriculum by Kapow Primary's themes and topics

Key Stage 1 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Kapow Primary topics Key stage 1 - Year 2				
		* <a href="#">Moving monsters</a>	* <a href="#">Baby bear's chair</a>	* <a href="#">Pouches</a>	* <a href="#">Ferris wheels</a>	* <a href="#">A balanced diet</a>
Build structures, exploring how they can be made stronger, stiffer and more stable	Technical knowledge		✓		✓	
Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.	Technical knowledge	✓			✓	
Use basic principles of a healthy and varied diet to prepare dishes	Cooking and nutrition					✓
Understand where food comes from	Cooking and nutrition					✓

\*Units that are included in the condensed curriculum