



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years	<p>Cooking and Nutrition - <u>Soup</u> (5 lessons)</p> <p>Structures <u>Junk Modelling</u> (6 lessons)</p>		<p>Textiles - <u>Bookmarks</u> - gift for Mother's Day (6 lessons)</p>		<p>Structures - <u>Boats</u> (6 lessons)</p>	
Year 1	<p>Textiles - <u>Textiles: Puppets</u> (4 lessons)</p> <p>Mechanisms - <u>Wheels and axles</u> (4 lessons)</p>		<p>Structures - <u>Constructing a windmill</u> (3 lessons - omit lesson 4)</p> <p>Mechanisms - <u>Making a moving story book</u> (3 lessons - omit lesson 4)</p>		<p>Cooking and Nutrition - <u>Fruit and Vegetables</u> - Design a Smoothie and a carton (4 lessons Omit lessons 3 and 4)</p>	
Year 2	<p>Structures - <u>Baby bear's chair</u> (3 lessons - omit lesson 1)</p> <p>Textiles - <u>Pouches</u> (3 lessons - omit lesson 4)</p>		<p>Mechanisms - <u>Making a moving monster</u> (4 lessons)</p>		<p>Mechanisms <u>Fairground wheel</u> (4 lessons)</p> <p>Cooking and nutrition - <u>A balanced diet</u> (4 lessons - omit lessons 3 and 4)</p>	
Year 3	<p>Cooking and nutrition - <u>Eating seasonally</u> (4 lessons - omit lessons 1 and 3)</p>		<p>Textiles - Cross-stitch and appliqué - <u>Egyptian collars</u> (4 lessons)</p> <p>Digital World: Microbits (STEM week) Wearable technology (3 lessons - omit lessons 1 and 6)</p>		<p><u>Mechanical systems: Pneumatic toys</u> (3 lessons - omit lesson 1)</p> <p>Structures - <u>Constructing a castle</u> (3 lessons - omit lesson 1)</p>	
Year 4	<p>Electrical Systems - <u>Torches</u> -Linked to Electricity topic (3 lessons - omit lesson 1)</p> <p>Textiles- <u>Fastenings</u> (3 lessons - omit lesson 1)</p>		<p>Mechanical Systems- <u>Making a slingshot car</u> (4 lessons)</p>		<p>Structures - <u>Pavilions</u> (4 lessons)</p> <p>Cooking and nutrition - <u>Adapting a recipe</u> (4 lessons - omit lessons 4 and 6)</p>	
Year 5	<p>Mechanical systems - <u>Making a pop up book</u> (3 lessons - omit lesson 4)</p>		<p>Structures: <u>Bridges</u> (4 lessons)</p> <p>Digital world: Microbits (STEM week) - Monitoring Devices (4 lessons)</p>		<p>Cooking and nutrition - <u>Developing a recipe</u> (4 lessons omit lesson 1 and 5)</p> <p>Electrical systems - <u>Doodlers</u> (3 lessons - omit lesson 4)</p>	



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



Year 6	Structures - <u>Playgrounds</u> (3 lessons - omit lesson 4) Textiles: <u>Waistcoats</u> (4 lessons)	Electrical systems - <u>Steady hand game</u> Linked to Science Electricity Unit (3 lessons - omit lesson 1) Digital World: Microbits (STEM week) - <u>Navigating the world</u> (4 lessons - omit lesson 5)	Cooking and nutrition - <u>Come dine with me</u> (4 lessons omit lessons 1 and 3) Mechanical systems - <u>Automata toys</u> (4 lessons)
--------	--	---	---



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



Early Years

<p>Unit 1</p>	<p>Junk Modelling (5 lessons)</p> <p>Exploring materials through junk modelling, children develop their scissor skills and awareness of different materials and joining techniques. Children begin to make verbal plans and material choices before starting and problem solve while making their model.</p>	<p>Unit 2</p>	<p>Soup (5 lessons)</p> <p>Learning about vegetables and where they come from while preparing to make a soup. Children describe the taste of a range of vegetables and design a soup recipe as a class. They practise cutting skills and prepare the vegetables for their class soup before testing the final product.</p>
<p>Unit 3</p>	<p>Bookmarks (6 lessons)</p> <p>Developing fine motor skills through a range of threading activities before moving on to use binka and a needle. Children design a bookmark, considering what to include and why and then follow their designs to complete their bookmarks.</p>	<p>Unit 4</p>	<p>Boats (6 lessons)</p> <p>Considering the properties of materials through water play, children discover which materials are waterproof and whether they float or sink. Children evaluate a variety of boats and use their new-found knowledge to design and make a boat that is waterproof and floats.</p>

Year 1

<p>Autumn 1</p>	<p>Fruit and Vegetables (4 lessons)</p> <p>Handle and explore fruits and vegetables and learn how to identify which category they fall into, before undertaking taste testing to establish chosen ingredients for a smoothie they will make, with accompanying packaging.</p>	<p>Autumn 2</p>	<p>Making a moving story book (4 lessons)</p> <p>Experiment with sliders before planning and making three pages of a moving story book, based on a familiar story, drawing the page backgrounds, creating the moving parts and assembling it.</p>
<p>Spring 1</p>	<p>Constructing a windmill (4 lessons)</p> <p>Design, decorate and build a windmill for a mouse (client) to live in, develop an understanding of different types of windmill, how they work and their key features. Look at real existing examples and the functions that they carry out.</p>	<p>Spring 2</p>	<p>Textiles: Puppets (4 lessons)</p> <p>Explore different ways of joining fabrics before creating hand puppets based upon characters from a well-known fairytale. Develop technical skills of cutting, glueing, stapling and pinning.</p>



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



Summer 1	<p>Wheels and axles (4 lessons)</p> <p>Learn about the main components of a wheeled vehicle. Develop understanding of how wheels, axles and axle holders work; problem-solve why wheels won't rotate; to design and build their own vehicle designs.</p>	Summer 2	<ul style="list-style-type: none"> ★ Celebrate KS1's achievements in D&T, with a gallery of their products. Rotate the classes and ask them to provide feedback and ask questions to their peers ★ Set an invention challenge with scrap and recycled materials. Provide the pupils with a variety of textures and joining methods before sharing their ideas ★ Extra-curricular trips. You could plan to take the pupils to see what happens in the world of production, material sourcing, invention and mechanisms ★ As overflow time to complete units where other school events takeover or to provide more time for classes to complete projects
-----------------	--	-----------------	--

Key Stage 1 - National Curriculum Design and Technology Content	Kapow Primary's Design and Technology Strands	Kapow Primary Topics Key Stage 1 - Year 1				
		Making a moving story book	Constructing a windmill	Textiles: Puppets	Wheels and axles	Fruit and Vegetables
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	✓	✓	✓	✓	✓
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.	Design, Make, Evaluate					



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



Understand where food comes from.	Design, Make, Evaluate						✓
-----------------------------------	------------------------	--	--	--	--	--	---

Year 2			
Autumn 1	<p>Fairground wheel (4 lessons) Design and create a functional Ferris wheels, consider how the different components fit together so that the wheels rotate and the structure stands freely. Select appropriate materials and develop their cutting and joining skills.</p>	Autumn 2	<p>A balanced diet (4 lessons) Explore and learn what forms a balanced diet, pupils will taste test ingredient combinations from different food groups that will inform a wrap design of their choice which will include a healthy mix of protein, vegetables and dairy.</p>
Spring 1	<p>Making a moving monster (4 lessons) After learning the terms: pivot, lever and linkage, pupils design a monster that will move using a linkage mechanism. Pupils practise making linkages and experiment with various materials to bring their monsters to life.</p>	Spring 2	<p>Baby bear's chair (4 lessons) Using the tale of Goldilocks and the Three Bears as inspiration, pupils help Baby Bear by making him a brand new chair, exploring different shapes and materials. When designing the chair, they consider his needs and what he likes.</p>
Summer 1	<p>Pouches (4 lessons) Introduction to sewing. Pupils make their own template, accurately cut their fabric and sew a basic running stitch.</p>	Summer 2	<ul style="list-style-type: none"> ★ Celebrate KS1's achievements in D&T, with a gallery of their products. Rotate the classes and ask them to provide feedback and ask questions to their peers ★ Set an invention challenge with scrap and recycled materials. Provide the pupils with a variety of textures and joining methods before sharing their ideas ★ Extra-curricular trips. You could plan to take the pupils to see what happens in the world of production, material sourcing, invention and mechanisms ★ As overflow time to complete units where other school events takeover or to provide more time for classes to complete projects



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



Key Stage 1 - National Curriculum Design and Technology Content	Kapow Primary's Design and Technology Strands	Kapow Primary Topics Key Stage 1 - Year 2				
		Making a moving monster	Baby bear's chair	Pouches	Fairground wheel	A balanced diet
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	✓	✓	✓	✓	✓
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.	Design, Make, Evaluate					✓



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



Understand where food comes from.	Design, Make, Evaluate						✓
-----------------------------------	------------------------	--	--	--	--	--	---

Year 3			
Autumn 1	Egyptian collars (4 lessons) Introduce two new skills to add to the pupils' repertoire: cross stitch and appliqué. Pupils apply their knowledge to the design, decoration and assembly of their own cushions or Egyptian collars.	Autumn 2	Mechanical systems: Pneumatic toys (4 lessons) Design and create a toy with a pneumatic system, learning how trapped air can be used to create a product with moving parts. Pupils are introduced to thumbnail sketches and exploded diagrams.
Spring 1	Digital World: electronic charm (4 lessons) Design, code, make and promote a Micro:bit electronic charm to use in low-light conditions, developing their understanding of programming to monitor and control products to solve a design scenario.	Spring 2	Eating seasonally (4 lessons) Pupils discover when and where fruits and vegetables are grown and learn about seasonality in the UK. They look at the relationship between the colour of fruits and vegetables and their health benefits by making three dishes.
Summer 1	Constructing a castle (4 lessons) Learning about the features of a castle, pupils design and make one of their own. They will also be using configurations of handmade nets and recycled materials to make towers and turrets before constructing a stable base.	Summer 2	★ Celebrate Year 3's achievements in D&T, with a gallery of their products. Rotate the classes and ask them to provide feedback and ask questions to their peers ★ As overflow time to complete units where other school events takeover or to provide more time for classes to complete projects



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



Key Stage 2 - National Curriculum Design and Technology Content	Kapow Primary's Design and Technology Strands	Kapow Primary Topics Key Stage 2 - Year 3				
		Eating seasonally	Constructing a castle	Egyptian collars	Mechanical systems: Pneumatic toys	Digital World: electronic charm
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.	Design		✓	✓	✓	✓
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design.	Design		✓	✓	✓	✓
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.	Make		✓	✓	✓	



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	Make		✓	✓	✓	
Investigate and analyse a range of existing products.	Evaluate		✓		✓	✓
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.	Evaluate		✓	✓	✓	✓
Understand how key events and individuals in design and technology have helped shape the world.	Evaluate				✓	✓
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.	Technical Knowledge		✓			
Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages].	Technical Knowledge					
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].	Technical Knowledge					✓
Apply their understanding of computing to program, monitor and control their products.	Technical Knowledge					
Understand and apply principles of a healthy and varied diet.	Design, Make, Evaluate	✓				
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques.	Design, Make, Evaluate	✓				
Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	Design, Make, Evaluate	✓				

Year 4			
Autumn 1	Torches (4 lessons) Pupils apply their scientific understanding of electrical circuits to create a torch made from recycled and reclaimed materials and objects. They design and evaluate their product against set design criteria.	Autumn 2	Making a slingshot car (4 lessons) Transform lollipop sticks, wheels, dowel and straws into a moving car. Pupils use a glue gun to construct, make the launch mechanism, design and create the chassis of a vehicle using nets.



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



Spring 1	Mindful moments timer (4 lessons) Design, program, prototype and brand a Micro:bit timer to a specified amount of minutes. Pupils carry out research and existing product analysis to determine how a programmable product could be personalised to their needs.	Spring 2	Adapting a recipe (4 lessons) Work in groups to adapt a simple biscuit recipe, to create the tastiest biscuit ensuring that their creation comes within the given budget of overheads and costs of ingredients.
Summer 1	Pavilions (4 lessons) Exploring pavilion structures, learning about what they are used for and investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.	Summer 2	Fastenings (4 lessons) Building upon their sewing skills from previous years, pupils design and create a book sleeve; exploring a variety of fastenings and selecting the most appropriate for their design based on strength and appropriate-use.



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



	Technology Strands	<u>Pavilions</u>	<u>Adapting a recipe</u>	<u>Fastenings</u>	<u>Making a slingshot car</u>	<u>Torches</u>	<u>Mindful moments timer</u>
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.	Design	✓	✓	✓	✓	✓	✓
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design.	Design	✓	✓	✓	✓	✓	
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.	Make	✓	✓	✓	✓	✓	✓
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	Make	✓	✓	✓	✓	✓	
Investigate and analyse a range of existing products.	Evaluate	✓	✓	✓	✓	✓	✓
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.	Evaluate	✓	✓	✓	✓	✓	✓
Understand how key events and individuals in design and technology have helped shape the world.	Evaluate				✓	✓	
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.	Technical Knowledge	✓					
Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages].	Technical Knowledge				✓		
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].	Technical Knowledge					✓	
Apply their understanding of computing to program, monitor and control their products.	Technical Knowledge						✓
Understand and apply principles of a healthy and varied diet.	Design, Make, Evaluate						
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques.	Design, Make, Evaluate		✓				
Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	Design, Make, Evaluate						



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



Year 5			
Autumn 1	<p>Making a pop-up book (4 lessons)</p> <p>Create a four-page pop-up story book design, incorporating a range of functional mechanisms that use levers, sliders, layers and spacers to give the illusion of movement through interaction.</p>	Autumn 2	<p>Stuffed Toys (4 lessons)</p> <p>Create a stuffed toy by applying skills learnt in previous units. Introduce blanket stitch.</p>
Spring 1	<p>Monitoring devices (4 lessons)</p> <p>Program a Micro: bit animal monitoring device that will alert the owner when the temperature is not optimal. Develop 3D CAD skills by learning how to navigate the Tinkercad interface and essential tools.</p>	Spring 2	<p>Bridges (4 lessons)</p> <p>After learning about various types of bridges and exploring how the strength of structures can be affected by the shapes used, create their own bridge and test its durability - using woodworking tools and techniques.</p>
Summer 1	<p>Doodlers (4 lessons)</p> <p>Explore series circuits further and introduce motors. Explore how the design cycle can be approached at a different starting point, by investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own.</p>	Summer 2	<p>What could be healthier? (4 lessons)</p> <p>Research and modify a traditional bolognese sauce recipe to make it healthier. Cook improved versions, creating appropriate packaging and learn about where the ingredients the importance of animal welfare when farming cattle.</p>



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



Key Stage 2 - National Curriculum Design and Technology Content	Kapow Primary's Design and Technology Strands	Kapow Primary Topics Key Stage 2 - Year 5					
		What could be healthier?	Making a pop-up book	Stuffed Toys	Doodlers	Bridges	Monitoring devices
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.	Design	✓	✓	✓	✓	✓	✓
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design.	Design	✓	✓	✓		✓	✓
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.	Make	✓	✓	✓	✓	✓	
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	Make		✓	✓		✓	
Investigate and analyse a range of existing products.	Evaluate	✓	✓	✓	✓	✓	
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.	Evaluate	✓	✓	✓	✓	✓	✓
Understand how key events and individuals in design and technology have helped shape the world.	Evaluate	✓					✓
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.	Technical Knowledge				✓	✓	✓
Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages].	Technical Knowledge		✓				
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].	Technical Knowledge				✓		
Apply their understanding of computing to program, monitor and control their products.	Technical Knowledge	✓					✓
Understand and apply principles of a healthy and varied diet.	Design, Make, Evaluate	✓					
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques.	Design, Make, Evaluate	✓					



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	Design, Make, Evaluate	✓						
--	------------------------	---	--	--	--	--	--	--

Year 6			
Autumn 1	<p>Navigating the world (5 lessons)</p> <p>Program a navigation tool to produce a multifunctional device for trekkers. Combine 3D virtual objects to form a complete product concept in 3D computer-aided design modelling software.</p>	Autumn 2	<p>Come dine with me (4 lessons)</p> <p>Research and prepare a three-course meal and taste-test and score their food. Research the journey of their main ingredient from 'farm to fork' or write a favourite recipe.</p>
Spring 1	<p>Playgrounds (4 lessons)</p> <p>Design and create a model for a new playground featuring five apparatus, made from three different structures. Using a footprint as the base, practise visualising objects in plan view and get creative including natural features.</p>	Spring 2	<p>Waistcoats (4 lessons)</p> <p>Select fabrics, use templates, pin, decorate and stitch materials together to create a waistcoat for a person or purpose of their choosing. Create or use a pattern template to fit a desired person or item (e.g. teddy bear).</p>
Summer 1	<p>Steady hand game (4 lessons)</p> <p>Design and create a steady hand game, use nets to create the bases and apply knowledge of electrical circuits to build an operational circuit with a buzzer that completes the circuit when the handle makes contact with the wire.</p>	Summer 2	<p>Automata toys (4 lessons)</p> <p>Use woodworking skills, pupils construct an automata; measuring and cutting their materials, assembling the frame, choosing cams and designing the characters that sit on the followers to form an interactive shop display.</p>



Bierton CE Combined School
DT Long Term Plan: 2024 - 2025



Key Stage 2 - National Curriculum Design and Technology Content	Kapow Primary's Design and Technology Strands	Kapow Primary Topics Key Stage 2 - Year 6					
		Come dine with me	Automata toys	Steady hand game	Playgrounds	Navigating the world	Waistcoats
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.	Design	✓	✓	✓	✓	✓	✓
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design.	Design	✓	✓	✓	✓	✓	✓
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.	Make	✓	✓	✓	✓	✓	✓
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	Make	✓		✓	✓		✓
Investigate and analyse a range of existing products.	Evaluate		✓	✓	✓		✓
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.	Evaluate	✓	✓	✓	✓	✓	✓
Understand how key events and individuals in design and technology have helped shape the world.	Evaluate		✓	✓			
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.	Technical Knowledge				✓		
Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages].	Technical Knowledge		✓				
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].	Technical Knowledge			✓			
Apply their understanding of computing to program, monitor and control their products.	Technical Knowledge					✓	
Understand and apply principles of a healthy and varied diet.	Design, Make, Evaluate	✓					
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques.	Design, Make, Evaluate	✓					
Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	Design, Make, Evaluate	✓					