



DT Curriculum Objectives Mapped to Topics



Successful Learners;
Success for Life

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Year 1 Objectives	Topic
I can use my own ideas to make something.	The History of Toys Fabulous Flying Machines Magical Adventures Poles Apart
I can describe how something works.	The History of Toys Poles Apart St Andrew's Time Machine Fabulous Flying Machines
I can cut food safely.	Australian Adventurers St Andrew's Time Machine Magical Adventures
I can make a product which moves.	The History of Toys Poles Apart St Andrew's Time Machine Magical Adventures Fabulous Flying Machines
I can make my model stronger.	St Andrew's Time Machine Magical Adventures
I can explain to someone else how I want to make my product.	The History of Toys St Andrew's Time Machine Magical Adventures Fabulous Flying Machines Poles Apart
I can choose appropriate resources and tools.	The History of Toys St Andrew's Time Machine Magical Adventures Fabulous Flying Machines Australian Adventurers
I can make a simple plan before making	The History of Toys St Andrew's Time Machine Magical Adventures Fabulous Flying Machines Poles Apart



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Year 2 objectives	Topic
I can think of an idea and plan what to do next.	Pioneers London's burning A European Expedition
I can choose tools and materials and explain why I have chosen them.	Pioneers London's Burning A European Expedition Operation Pied Piper in Evesham
I can follow a step-by-step plan, choosing the right equipment and materials.	A European Expedition London's Burning Operation Pied Piper Pioneers Investigating India
I can join materials and components in different ways.	Pioneers London's Burning Operation Pied Piper A European Expedition
I can explain what went well with my work.	A European Expedition London's Burning Operation Pied Piper Pioneers
I can explain why I have chosen specific textiles.	Operation Pied Piper A European Expedition
I can measure materials to use in a model or structure.	Pioneers London's Burning
I can describe the ingredients I am using.	Investigating India A European Expedition



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Year 3 Objectives	Topic
I can prove that my design meets some set criteria.	Surviving in the Stone Age Rolls Royce Designers An American Adventure Discovering China
I can design a product and make sure that it looks attractive.	Discovering China Rolls Royce Designers Surviving in the Stone Age An American Adventure
I can choose a textile for both its suitability and its appearance.	Surviving in the Stone Age
I can select the most appropriate tools and techniques for a given task.	Surviving in the Stone Age Discovering China
I can explain how I have improved my original design.	Rolls Royce Designers Discovering China
I can create a product that uses electrical components.	Rolls Royce Designers
I can work accurately to measure, make cuts and make holes.	An American Adventure Discovering China Rolls Royce Designers
I can describe how food ingredients come together.	An American Adventure Discovering China The First Civilisations



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Year 4 Objectives	Topic
I can use ideas from other people when I am designing.	Roman Rulers Britain from the Air Anglo Saxon Settlers World Kitchen
I can produce a plan and explain it.	Roman Rulers Britain from the Air Anglo Saxon Settlers World Kitchen
I can evaluate and suggest improvements for my designs.	Roman Rulers Britain from the Air
I can evaluate products for both their purpose and appearance.	Roman Rulers Britain from the Air Anglo Saxon Settlers World Kitchen
I can make a product which uses both electrical and mechanical components.	Roman Rulers
I can present a product in an interesting way.	Roman Rulers Britain from the Air
I can measure accurately.	Britain from the Air Natural Disasters World Kitchen
I can persevere and adapt my work when my original ideas do not work.	Roman Rulers Britain from the Air
I know how to be both hygienic and safe when using food.	World Kitchen



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Year 5 Objectives	Topic
I can come up with a range of ideas after collecting information from different sources.	Mexico and the Maya Out of this world
I can produce a detailed, step-by-step plan.	Mexico and the Maya Out of this world Changes in Crime and Punishment The Battle of Evesham
I can suggest alternative plans; outlining the positive features and draw backs.	Out of this world
I can explain how a product will appeal to a specific audience.	Mexico and the Maya Changes in Crime and Punishment The Battle of Evesham
I can evaluate appearance and function against original criteria.	Mexico and the Maya Out of this world Changes in Crime and Punishment The Battle of Evesham
I can use a range of tools and equipment competently.	Mexico and the Maya Out of this world The Battle of Evesham
I can make a prototype before make a final version.	Changes in Crime and Punishment The Battle of Evesham
I show that I can be both hygienic and safe in the kitchen.	Mexico and the Maya