



Summerfield Primary School - Design Technology

Generating, developing, modelling and communicating ideas across
KS1 and KS2

Across KS1 pupils should	generate ideas by drawing on their own experiences
	use knowledge of existing products to help come up with ideas
	develop and communicate ideas by talking and drawing
	model ideas by exploring materials, components and construction kits and by making templates and mock-ups
	use information and communication technology, where appropriate, to develop and communicate their ideas
Across KS2 pupils should	share and clarify ideas through discussion
	model their ideas using prototypes and pattern pieces
	use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas
	use computer-aided design to develop and communicate their ideas
In LKS2	generate realistic ideas, focusing on the needs of the user
	make design decisions that take account of the availability of resources
In UKS2	generate innovative ideas, drawing on research
	make design decisions, taking account of constraints such as time, resources and cost