

## Design:

- design purposeful, functional, appealing products for themselves and other users based on design criteria

- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

## Make:

- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

## Evaluate:

- explore and evaluate a range of existing products

- evaluate their ideas and products against design criteria

## Technical Knowledge:

- build structures, exploring how they can be made stronger, stiffer and more stable

- explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

## Cooking and nutrition:

- use the basic principles of a healthy and varied diet to prepare dishes
- understand where food comes from.