

# Design and Technology Curriculum

Key:

|      |            |            |          |
|------|------------|------------|----------|
| Food | Structures | Mechanisms | Textiles |
|------|------------|------------|----------|

|   | Advent term   | Lent term  | Pentecost term   |
|---|---|--|--|
| <b>F/S</b>                                  | <p>How to hold scissors/ cutting skills Fine motor / dough / clay junk modelling / construction machines.</p> <p>Creating with Materials ELG : Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; share their creations, explaining the process they have used. Can talk about my creation and say what I like about it; can say how I could improve my work. Food-</p> <p style="text-align: center;">Ready Steady Grow</p> <p style="text-align: right;">Design a Sunhat</p> |  |  |
| <b>Year 1</b>                               | <p><b>Shade and Shelter CP. Childhood</b></p> <p>This project teaches children about the purpose of shelters and their materials. They name and describe shelters and design and make shelter prototypes. They design and build a play den as a group and evaluate their completed product.</p>   | <p><b>Taxi (London Bus)CP Bright Lights, Big City</b></p> <p>Mechanisms, wheels and axles</p> <p>This project teaches children about wheels, axles and chassis and how they work together to make a vehicle move.</p>  | <p><b>Chop, Slice, Mash: CP: School Days</b></p> <p>This project teaches children about sources of food and the preparatory skills of peeling, tearing, slicing, chopping, mashing and grating. They use this knowledge and techniques to design and make a supermarket sandwich according to specific design criteria.</p>                |
| <b>Year2</b>                                | <p><b>Remarkable Recipes: CP. Movers and Shakers</b></p> <p>This project teaches children about sources of food and tools used for food preparation. They also discover why some foods are cooked and learn to read a simple recipe. The children choose and make a new school meal that fulfils specific design criteria.</p>  | <p><b>Beach Hut: Coastline</b></p> <p>This project teaches children about making and strengthening structures, including different ways of joining materials.</p>  | <p><b>Cut Stick and Join:CP. Magnificent Monarchs</b></p> <p>Everyday fabric products; Significant designer – Cath Kidston; Sewing patterns; Running stitch; Adding embellishments; Designing and making a bag tag</p>   |
| <b>Year 3/4<br/>Cycle A<br/>(Y4 units)</b>  | <p><b>Fresh Food, Good Food: CP Invasion</b></p> <p>This project teaches children about food decay and preservation. They discover key inventions in food preservation and packaging, then make examples. The children prepare, package and evaluate a healthy snack.</p>   | <p><b>Functional and Fancy Fabric CP: Misty Mountain, Windy River</b></p> <p>his project teaches children about home furnishings and the significant designer William Morris. They learn techniques for decorating fabric, including block printing, hemming and embroidery and use them to design and make a fabric sample.</p> | <p><b>Tomb Builders: CP Ancient Civilisations</b></p> <p>This project teaches children about simple machines, including wheels, axles, inclined planes, pulleys and levers, exploring how they helped ancient builders to lift and move heavy loads.</p>   |
| <b>Year 3 /4<br/>Cycle B<br/>(Y3 units)</b> | <p><b>Cook Well, Eat Well: CP Through the Ages</b></p> <p>This project teaches children about food groups and the Eatwell guide. They learn about methods of cooking and explore these by cooking potatoes and ratatouille. The children choose and make a taco filling according to specific design criteria Movers and Shakers</p>  | <p><b>Making it Move: CP Rocks, Relics &amp; Rumbles</b></p> <p>This project teaches children about cam mechanisms. They experiment with different shaped cams before designing, making and evaluating a child's automaton toy.</p>  | <p><b>Greenhouse: CP Emperors &amp; Empires</b></p> <p>This project teaches children about the purpose, structure and design features of greenhouses, and compares the work of two significant greenhouse designers. They learn techniques to strengthen structures and use tools safely. They design and construct a mini greenhouse.</p> |
| <b>Year 5/6<br/>Cycle A<br/>(Y6 units)</b>  | <p><b>Food For Life: CP Maafa</b></p> <p>This project teaches children about processed food and healthy food choices. They make bread and pasta sauces and learn about the benefits of whole foods. They plan and make meals as part of a healthy daily menu, and evaluate their completed products.</p>  | <p><b>Engineer: CP Frozen Kingdoms</b></p> <p>This project teaches children about remarkable engineers and significant bridges, learning to identify features, such as beams, arches and trusses. They complete a bridge-building engineering challenge to create a bridge prototype.</p>  | <p><b>Make Do and Mend: CP Britain at War</b></p> <p>This project teaches children a range of simple sewing stitches, including ways of recycling and repurposing old clothes and materials.</p>   |
| <b>Year 5/6<br/>Cycle B<br/>(Y5) units</b>  | <p><b>Moving Mechanisms: CP Dynamic Dynasties</b></p> <p>This project teaches children about pneumatic systems. They experiment with pneumatics before designing, making and evaluating a pneumatic machine that performs a useful function.</p>  | <p><b>Eat the Seasons: CP Sow, Grow and Farm</b></p> <p>This project teaches children about the meaning and benefits of seasonal eating, including food preparation and cooking techniques.</p>  | <p><b>Architecture CP:Groundbreaking Greeks</b></p> <p>This project teaches children about how architectural style and technology has developed over time and then use this knowledge to design a building with specific features</p>  |

