



Curriculum Overview

Subject: Design & Technology

Year 1	<p><u>Moving pictures, origami and collage</u> Using a range of tools and equipment to perform practical tasks. Selecting and using a wide range of materials and components. Exploring and using mechanisms e.g. movers and sliders.</p> <p><u>Shoe box designs and food technology</u> Designing purposeful, functional and appealing products. Generating, modelling and developing their ideas. Building structures, making them strong and stable. Using ingredients. Evaluating a finished product.</p> <p>Clay work, pop up books and puppets.</p>
Year 2	<p><u>Moving pictures, origami and collage</u> Using a range of tools and equipment to perform practical tasks. Selecting and using a wide range of materials and components. Exploring and using mechanisms e.g. movers and sliders.</p> <p><u>Shoe box designs and food technology</u> Designing purposeful, functional and appealing products. Generating, modelling and developing their ideas. Building structures, making them strong and stable. Using ingredients. Evaluating a finished product.</p> <p>Clay work, pop up books and puppets.</p>
Year 3	<p><u>Food Technology – layered salads</u> Practising cutting, chopping, grating and peeling.</p> <p><u>Let’s make a package</u> Exploring nets to make containers.</p> <p><u>Moving monsters</u> Exploring pneumatic mechanisms to make a body part move.</p>
Year 4	<ul style="list-style-type: none">- Share and clarify ideas through discussion.- Use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate ideas- Select tools and equipment suitable for the task.- Select materials and components suitable for the task.- Order the main stages of making.- Follow procedures for safety and hygiene.- Use a wider range of materials and components than KS1, including construction materials and kits, textiles, food ingredients, mechanical components and electrical components.

	<ul style="list-style-type: none"> - Measure, mark out, cut and shape materials and components with some accuracy. - Assemble, join and combine materials and components with some accuracy. - Apply a range of finishing techniques. - Refer to their design criteria as they design and make. - Use their design criteria to evaluate their completed products. - Know that a healthy diet is made up from a variety and balance of different food and drink. - Know that to be active and healthy, food and drink are needed to provide energy for the body. - Understand how to prepare and cook a variety of predominantly savoury dishes safely and hygienically. - Use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.
Year 5	<p><u>Bread project</u> Tasting, designing, making and evaluating speciality bread.</p> <p><u>Cam Models</u> Planning, designing and making moving toys using card, wood, dowel, tubing, wheels and cams.</p>
Year 6	<ul style="list-style-type: none"> - Can use research to develop and inform designs of products that are aimed at a target audience, which are both innovative and functional. - Can communicate their ideas with sketches, diagrams and other models. - Can use a range of stitches to create a prototype design. - Can incorporate, understand and use an electrical element and a pulley in their design and product. - Can understand and use mechanical systems in their products such as gears and pulleys. - Can use a range of materials innovatively to both make a product and for aesthetic purposes. - Able to reflect on their product to evaluate what has worked well and what may need to be developed further. - Develop a more in-depth understanding of nutrition and healthy eating.