



Curriculum Overview: DT

Reception

Seasonal Soup



To explore different vegetables
To design a soup
Chop playdough
Prepare vegetables

Boats



To investigate waterproof items
To investigate floating and sinking
Design boats
Testing boats

Bookmarks



To explore threading and weaving
To weave paper
To design a bookmark
Evaluate a bookmark



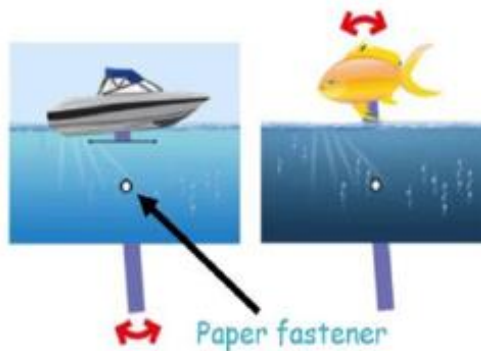
Year 1

Textiles
Puppets



Using a template to create a design for a puppet.
Cutting fabric neatly with scissors.
Using joining methods to decorate a puppet.
Sequencing steps for construction
Reflecting on a finished product, explaining likes and dislikes.

Mechanisms
Moving Story Books



To explain how to adapt mechanisms, use bridges or guides to control the movement.
To design a moving story book.
To follow a design to create moving models that use levers and sliders.
Test a final product and review success on an audience.

Food and Nutrition
Fruit Smoothies



To chop fruit and vegetables safely to make a smoothie.
To identify if a food is a fruit or a vegetable and say how/where they grow.
To taste and evaluate different food combinations.
To describe appearance, smell and taste.



Year 2

Textiles



Pouches

- To design a pouch.
- To select and cut fabrics for sewing.
- To decorate a pouch using fabric glue or running stitch.
- To thread a needle.
- To sew running stitch, with evenly spaced, neat, even stitches to join fabric.
- To neatly pin and cut fabric using a template.
- To evaluate the quality of the stitching on others' work.
- To discuss, as a class, the success of their stitching against the design criteria.
- To identify aspects of their peers' work that they particularly like and why?

Mechanisms



- Designing a vehicle that includes wheels, axles and axle holders, which will allow the wheels to move.
- Creating clearly labelled drawings that illustrate movement.
- Adapting mechanisms.
- Testing mechanisms, identifying what stops wheels from turning, knowing that a wheel needs an axle to move.

Food and Nutrition Healthy Wraps



- To design a healthy wrap based on a food combination which works well together.
- To slice food safely using the bridge or claw grip.
- To construct a wrap that meets a design brief.
- To describe the taste, texture and smell of fruit and vegetables.
- To taste test food combinations and final products.
- To describe the information that should be included on a label.
- To evaluate which grip was most effective.



Year 3

Structures
Big Build



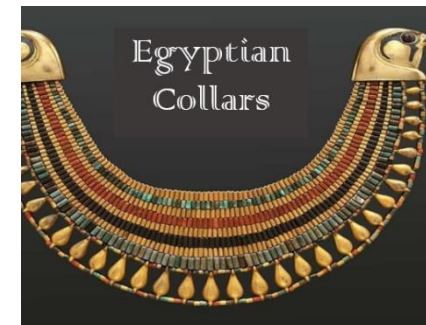
Cut materials accurately and safely.
Select appropriate tools.
Investigate and select appropriate joining techniques. Measure accurately.
Create stable structures. Investigate strengthening structures. Creating special features for individual design
Evaluating own work and the work of others based on the aesthetic of the finished product and in comparison, to the original design.
Suggesting points for modification of the individual designs

Food and Nutrition
Eating Seasonally



To create a healthy and nutritious recipe for a savoury tart using seasonal ingredients, considering the taste, texture, smell and appearance of the dish.
To understand how to prepare themselves and a workspace to cook safely in, learning the basic rules to avoid food contamination. To follow the instructions within a recipe. To establish and use design criteria to help test and review dishes. To describe the benefits of seasonal fruits and vegetables and the impact on the environment. To suggest points for improvement when making a seasonal tart.

Textiles



To design and make a template for an Egyptian collar by applying individual design criteria.
To follow a design to create an Egyptian collar.
To select and cut fabrics with ease using fabric scissors.
To thread needles with greater independence.
To tie knots with greater independence.
To sew cross stitch to decorate or join fabric.
To decorate fabric using appliqué, beads (or other embellishments), ribbon and pinking scissors. To evaluate a product.



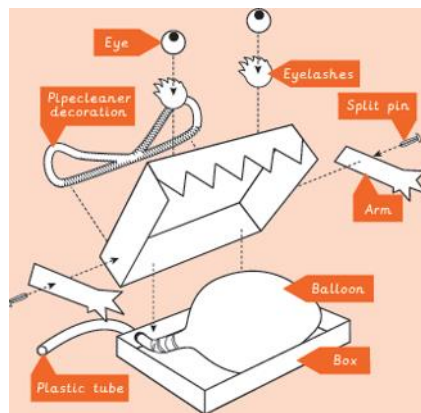
Year 4

Textiles



Mechanisms

Pneumatic Monsters



Food and Nutrition

Adapting a recipe



- * To input ideas for design criteria for a product, articulating decisions made.
- * To design a personalised book sleeve.
- * To make and test a paper template with accuracy and in keeping with the design criteria.
- * To measure, mark and cut fabric using a paper template. * To select an appropriate stitch style to join fabric. * To sew neatly using small regular stitches. * To incorporate a fastening into a design. * To test and evaluate a product against the original design criteria.

- To design a toy that uses a pneumatic system.
- To develop design criteria from a design brief.
- To generate ideas using thumbnail sketches and exploded diagrams. To identify that different types of drawings are used in design to explain ideas clearly.
- To create a pneumatic system to create a desired motion. To build secure housing for a pneumatic system. To use syringes or balloons to create different types of pneumatic systems to make a functional and appealing pneumatic toy. To select materials due to their functional and aesthetic characteristics.

- * To design a biscuit within a given budget, drawing upon previous taste testing.
- * To follow a baking recipe accurately.
- * To cook safely, following basic hygiene rules.
- * To adapt a recipe.
- * To evaluate a recipe, considering: taste, smell, texture and appearance.
- * To describe the impact of the budget on the selection of ingredients.
- * To evaluate and compare a range of products.
- * To suggest appropriate modifications.



Year 5

Textiles Stuffed Toys



Design a stuffed toy
Create a 3D stuffed toy from a 2D design.
Measure, mark and cut fabric accurately and independently.

Create strong and secure blanket stitches when joining fabric.

Thread needles independently.

Use appliqué to attach pieces of fabric decoration.

Use a variety of stitches

Evaluate a product and giving points for further improvements.

Food and Nutrition What could be healthier?



* To adapt a traditional recipe, understanding that the nutritional value of a recipe alters if you remove, substitute or add additional ingredients. * To write an amended method for a recipe to incorporate the relevant changes to ingredients. *To design appealing packaging to reflect a recipe. *To cut and prepare recipes safely. *To use equipment safely, including knives, hot pans and hobs. *To understand how to avoid cross-contamination. *To follow a step-by-step method carefully to make a recipe. *To identify the nutritional differences between different products and recipes. *To identify and describe healthy benefits of food groups.

Structures Building Bridges



To design a stable structure that can support weight. To create a frame structure with focus on triangulation. To make a range of different shaped beam bridges. To use triangles to create truss bridges that span a given distance and support a load. To build a wooden bridge structure. To independently measure and mark wood accurately. To select appropriate tools and equipment for tasks. To use the correct techniques to saw safely. To identify where a structure needs reinforcement and use card corners for support. To explain why selecting appropriate materials is an important part of the design process. To understand basic wood functional properties.



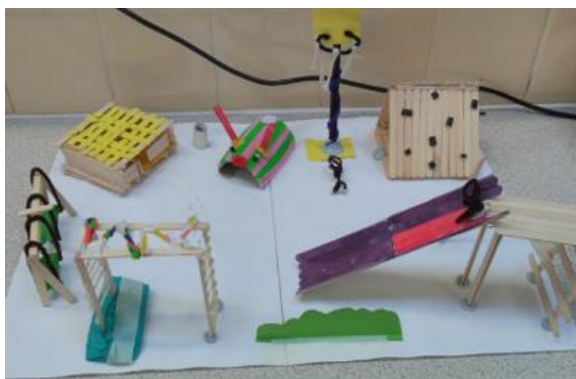
Year 6

Food and Nutrition Perfect Pizzas



- *To taste a range of ingredients to develop taste vocabulary
- *To select and prefer foods for a particular purpose
- *To weigh and measure accurately using scales
- *To follow a recipe, including using the correct quantities of each ingredient.
- *To adapt a recipe based on research.
- *To work to a given timescale.

Structures Playgrounds



- * To design a playground featuring a variety of different structures, giving consideration to how the structures will be used.
- * To consider effective and ineffective designs.
- * To build a range of play apparatus structures drawing upon new and prior knowledge of structures.
- * To measure, mark and cut wood to create a range of structures.

Textiles Memory Cushions



- * To design and make a template from an existing cushion and apply individual design criteria.
- * To follow design criteria to create a cushion.
- *To select and cut fabrics with ease using fabric scissors.
- * To thread needles independently
- *To Tie knots independently
- *To use appropriate stitching to join fabric.



St. John's CE Primary

<ul style="list-style-type: none">*To work safely and hygienically with independence.*To evaluate a recipe, considering: taste, smell, texture and origin of the food group.*To taste test and score final products.*To suggest and write up points of improvements in productions.*To evaluate health and safety in production to minimise cross contamination.	<ul style="list-style-type: none">* To use a range of materials to reinforce and add decoration to structures.* To improve a design plan based on peer evaluation.* To test and adapt a design to improve it as it is developed.* To identify what a successful structure. makes	<ul style="list-style-type: none">*To decorate fabric using appliqué.*To complete design ideas with stuffing and sewing the edges.*To evaluate an end product and think of other ways in which to create similar items.
--	---	---