

D&T Curriculum Overview

	Autumn	Spring	Summer	Extra to fit in throughout the year
Nursery	<p>Making Fruit Kebabs</p> <ul style="list-style-type: none"> Use one-handed tools and equipment With support create a food product 	<p>Let's Get Building</p> <ul style="list-style-type: none"> Use various construction materials to create models Give some details about the product I am making 	<p>Let's Look at Hats</p> <ul style="list-style-type: none"> Express my own opinions about existing products 	<ul style="list-style-type: none"> Make models using malleable materials
Reception	<p>Make a pizza</p> <ul style="list-style-type: none"> Feed myself competently with a knife, fork and spoon Understand the need for a variety of food 	<p>3 Bears Chairs</p> <ul style="list-style-type: none"> Select appropriate tools to help me create models Create a simple drawing of what I would like my product to look like 	<p>Hinges and Catches</p> <ul style="list-style-type: none"> Use one-handed tools and equipment Give some details about the product I am making 	<ul style="list-style-type: none"> Make models using malleable materials Know how to build stronger, stiffer and more stable
Year 1	<p>Toys</p> <ul style="list-style-type: none"> Cut along lines and cut out some shapes Use tape and glue to create temporary and fixed joints 	<p>Bendy Bags</p> <ul style="list-style-type: none"> Explore products <ul style="list-style-type: none"> Join fabrics using staples Glue decorations onto fabrics Make a mock-up of my design and discuss it Say how well my designs and products meet the design criteria 	<p>Fantastic Fruit</p> <ul style="list-style-type: none"> Sort foods into fruit and vegetables Understand why should eat at least 5 portions of fruit and veg Use tools to peel, grate and chop 	<ul style="list-style-type: none"> Use IT to explore my design ideas Use a simple circuit in a model Colour fabrics using paints to print and paint
Year 2	<p>Moving Pictures</p> <ul style="list-style-type: none"> Create a template for my design Make a mock-up of my design and discuss it Tell someone about my design ideas 	<p>Rainbow Fruit Salad</p> <ul style="list-style-type: none"> Name foods from each section of the EatWell plate <ul style="list-style-type: none"> Read a simple scale to measure 	<p>Teddy's Safety Jacket</p> <ul style="list-style-type: none"> Say what I like and do not like about existing products Suggest how a product can be improved 	<ul style="list-style-type: none"> Use IT to explore my design ideas

	<ul style="list-style-type: none"> Roll, fold, tear and cut paper Use simple mechanisms in my products eg. Hinges, levers, wheels 	<ul style="list-style-type: none"> Understand food comes from plants and animals and is farmed, grown or caught 	<ul style="list-style-type: none"> Join fabrics using running stitch Sew some decorations onto fabric 	
Year 3	<p>Puppets</p> <ul style="list-style-type: none"> Join fabrics using a wider range of stitches Choose most appropriate joining technique to add decorations to fabric Use a sewing pattern to add detail to my design Measure and mark materials to nearest cm Explain strengths and weaknesses of existing products 	<p>Sliders and Levers</p> <ul style="list-style-type: none"> Design products that are functional and for a purpose Discuss and describe well-known designers and inventors and their work Evaluate my work against my own success criteria 	<p>Caribbean Fruit Cocktail</p> <ul style="list-style-type: none"> Understand sections of the EatWell plate and why they differ in size Use the right tools to slice, mix and spread <ul style="list-style-type: none"> Weigh ingredients to appropriate level of accuracy Know that foods are produced in different areas of the world Know food and drink provide energy to allow us to be active and healthy 	<ul style="list-style-type: none"> Use a given shape on a computer program to create a design
Year 4	<p>Night Lights</p> <ul style="list-style-type: none"> Generate and develop my ideas through discussion Make design decisions taking account of resources Use a simple electrical circuit in my product Evaluate my work, referring to my design criteria 	<p>Dips and Dippers</p> <ul style="list-style-type: none"> Understand that food is processed into different ingredients Understand that food can be grown, reared, caught and processed 	<p>Let's Look at Vehicles</p> <ul style="list-style-type: none"> Discuss and describe well known designers and inventors and their work Create a cross-sectional drawing of my design <ul style="list-style-type: none"> Create a frame structure and strengthen with diagonal struts Create simple joins with wood Cut wood using hacksaw and bench hook Use simple mechanical systems in my products eg. Gears, levers, cams Use a hand drill to make tight and loose holes 	<ul style="list-style-type: none"> Investigate whether products can be recycled or reused

<p>Year 5</p>	<p>Alarming Vehicles</p> <ul style="list-style-type: none"> • Explore the impact of well-known designers and inventors and how their products helped shape the world <ul style="list-style-type: none"> • Design a product which is innovative and appeals to an individual or group • Create an exploded diagram of my design • Build a framework using a range of materials eg. Wood, card corrugated plastic <ul style="list-style-type: none"> • Include an electrical circuit that produces more than one outcome eg. Light and sound 	<p>Aprons</p> <ul style="list-style-type: none"> • Evaluate existing products in relation to their purpose and audience • Make design decisions taking account of resources, time and cost • Create a simple sewing pattern to use in my designs <ul style="list-style-type: none"> • Select the most appropriate way to join or secure materials within my design • Use a glue gun with close supervision • Use applique to decorate by gluing and stitching <ul style="list-style-type: none"> • Cut internal shapes • Collect feedback from others to find out how to improve my product 	<p>Pasta recipes</p> <ul style="list-style-type: none"> • Understand how different foods are produced in different areas of the world • Understand that some foods are seasonal and give some examples <ul style="list-style-type: none"> • Select appropriate tools to follow a given recipe to make a savoury dish • Estimate amounts of ingredients to an appropriate level of accuracy 	<ul style="list-style-type: none"> • Use a computer design program to communicate my ideas • Use a computer program to program, monitor and control my products
<p>Year 6</p>	<p>Christmas Ginger Biscuits</p> <ul style="list-style-type: none"> • Understand what affects food types have on the body <ul style="list-style-type: none"> • Understand that recipes can be adapted to change the appearance, taste, texture and aroma 	<p>Bird Hides</p> <ul style="list-style-type: none"> • Create an exploded diagram of my design • Develop a simple design specification to guide my thinking <ul style="list-style-type: none"> • Create a prototype of my design • Produce an appropriate list of tools, equipment and materials I need • Formulate step by step plans as a guide to my making <ul style="list-style-type: none"> • Use techniques that involve a number of steps <ul style="list-style-type: none"> • Cut accurately to 1mm • Use a screwdriver to secure materials with accuracy Evaluate existing 	<p>Fairground Rides</p> <ul style="list-style-type: none"> • Explore the impact of well-known designers and inventors and how their products helped shape the world <ul style="list-style-type: none"> • Investigate/analyse the cost, innovation and sustainability of materials • Use more complex mechanical systems in my product eg. Pulleys, gears and linkages 	<ul style="list-style-type: none"> • Use a computer design program to communicate my ideas

		products in relation to their purpose and audience		
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