Design and Technology Curriculum Plan

Curriculum teaching/content (Milestones)

#### Year A

Construction Food	Textiles	Control and Electronics
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\*2 out of 3 projects to be completed in any one year. Lessons can be planned over a 2-3 day block if preferred.

	EYFS/Reception	Year 1/2 Milestone 1	Year 3/4 Milestone 2	Year 5/6 Milestone 3
Autumn 1	Marvellous Me! (	Or 'U for Unique!'	Our Wonderful Planet Earth	Climb Every Mountain!
	Large and small construction			Design and make a healthy
	Loose parts		Design and make bird	high energy bar for a
			feeders from recycled	mountain explorer.
	Junk modelling		materials	Understand the importance of
	How to make different joins		Dis-assemble a range of	correct storage and handling of
			feeders, discuss design	ingredients (using knowledge of micro- organisms).
			elements develop to design	Measure accurately and calculate ratios of ingredients to scale up or down
			and make using recycled	from a recipe.  • Demonstrate a range of baking and
			pots, and containers.	cooking techniques.  • Create and refine recipes,
			<ul> <li>Cut materials accurately and safely by selecting appropriate tools.</li> <li>Measure and mark out to the</li> </ul>	including ingredients, methods, cooking times and temperatures.
Autumn 2	Colour r	ny world	nearest millimetre.	Shine a Light!

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	Curriculum teaching/content (Milestones)				
	Christmas cooking  Junk modelling  Houses for the Great Fire of  London	Christmas Cooking Use recipes to create Christmas treats using a range of colours or flavours.  Cut, peel or grate ingredients safely and hygienically.  • Measure or weigh using measuring cups or electronic scales.  • Assemble or cook ingredients.	<ul> <li>Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).</li> <li>Select appropriate joining techniques.</li> <li>Choose suitable techniques to construct products or to repair items.</li> <li>Strengthen materials using suitable techniques.</li> </ul>		
Spring 1	Space Invaders!	Or To infinity	Roman Britain	Electric Energy	
	Making soup  Junk modelling and  construction kits  Build a spaceship or rocket	Moon Buggies Use wheels and chassis to create moving moon buggies with wheels.  Cut materials safely using tools provided.  • Measure and mark out to the nearest centimetre.  • Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).  • Demonstrate a range of joining techniques (such as glueing, hinges or combining materials to strengthen).	Design and make a flavoured core food using limited ingredients e.g Roman inspired bread with  • cheese  • dried fruit  • tomatoes  • olives  • Prepare ingredients hygienically using appropriate utensils.	Design and make a circuit to operate a burglar alarm Study circuits and develop touch pad or circuit breaker circuits. Use the knowledge to create a model with the circuit included to operate a burglar alarm or light. Lighthouse?  • Create circuits using electronics kits that employ a number of components	

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		Use materials to practise drilling,		(such as LEDs, resistors, transistors and
		ose materials to practise drilling, screwing, glueing and nailing materials to make and strengthen products     Create products using levers, wheels and winding mechanisms.	<ul> <li>Measure ingredients to the nearest gram accurately.</li> <li>Follow a recipe.</li> <li>Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking).</li> </ul>	chips).
Spring 2	Every picture	tells a story!		Down the River to the Sea
	Bridge Building De constructed play Large construction bricks, blocks and planks Junk modelling Building giants	Daffodil/Flower sewing Use felt and stitching techniques to create felt flowers constructed to look like real ones. • Shape textiles using templates. • Join textiles using running stitch. • Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing).		
Summer 1	Mr McGreg	or's Garden	Marvellous Machines	The Great U.S. of A.
	Large construction-Quadro Design and make a	A Kebab from the garden - Design and Make fruit or	Design and make a moving fairground ride	Textiles Native American clothing examples
	wheelbarrow	<ul> <li>vegetable kebabs or smoothies</li> <li>Cut, peel or grate ingredients safely and hygienically.</li> <li>Measure or weigh using measuring cups or electronic scales.</li> <li>Assemble or cook ingredients.</li> </ul>	Use computer control or electronic switches to design and make a moving fairground ride with cams, cogs etc.	<ul> <li>Choose from a range of stitching techniques.</li> <li>Create objects (such as a cushion) that employ a seam allowance.</li> <li>Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration).</li> </ul>

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#### Curriculum teaching/content (Milestones) • Use the qualities of materials to create suitable visual and tactile effects • Cut materials accurately and safely in the decoration of textiles (such as a by selecting appropriate tools. soft decoration for comfort on a Measure and mark out to the cushion). nearest millimetre. Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs). • Select appropriate joining techniques. Mini Topic • Use scientific knowledge of the Moving Minibeasts transference of forces to choose appropriate mechanisms for a product Create moving pictures using (such as levers, winding mechanisms, levers pulleys and gears). • Create series and parallel circuits Summer 2 Knights of Penruddock **Forces** Loose play and construction kits Building castles and a drawbridge

Design and Technology Curriculum Plan

Curriculum teaching/content (Milestones)

#### Year B

Construction	Food	Textiles	Control
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\*2 out of 3 projects to be completed in any one year. Lessons can be planned over a 2-3 day block if preferred.

	EYFS/Reception	Year 1/2	Year 3/4	Year 5/6
		Milestone 1	Milestone 2	Milestone 3
Autumn 1	Home Sw	eet Home	Our Local Area	The Vikings are Coming!
	Large and small construction	Junk modelling and paper	Design and make a fabric	
	Loose parts	craft	collage of the local area.	
		Design and make a house	Collect pictures and	
	Junk modelling	that is stable	plans/maps. Use them to	
	How to make different joins	Structures	create collage/drawings of	
		Joins / hinges	the key building and create	
			into a village collage.	
		<ul> <li>Cut materials safely using tools provided.</li> <li>Measure and mark out to the nearest centimetre.</li> <li>Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).</li> <li>Demonstrate a range of joining techniques (such as glueing, hinges or combining materials to strengthen).</li> <li>Use materials to practise drilling, screwing, glueing and nailing materials to make and strengthen products</li> <li>Create products using levers, wheels and winding mechanisms.</li> </ul>	<ul> <li>Understand the need for a seam allowance.</li> <li>Join textiles with appropriate stitching.</li> <li>Select the most appropriate techniques to decorate textiles.</li> </ul>	

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Autumn 2	Time Tr	avellers!		Refugees
	Christmas cooking  Junk modelling	Junk modelling and paper craft Structures Joins Hinges Finish –		Use limited materials to design and make a shelter for a refugee.  Consider a particular
	Houses for the Great Fire of London	<ul> <li>Cut materials safely using tools provided.</li> <li>Measure and mark out to the nearest centimetre.</li> <li>Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).</li> <li>Demonstrate a range of joining techniques (such as glueing, hinges or combining materials to strengthen).</li> <li>Use materials to practise drilling, screwing, glueing and nailing materials to make and strengthen products</li> <li>Create products using levers, wheels and winding mechanisms.</li> </ul>		refugee crisis and materials available to them. What makes a good shelter?  • Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape).  • Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper).

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Spring 1		Planet!	The Theory of Everything	Food, Glorious Food!
	Making soup	Make warm and nourishing	Design and Make a musical	Design and make a food
		food for a cold climate.	instrument	influenced by Mexican
	Junk modelling and	Soup recipes		flavours. Links with Mexican
	construction kits	Healthy eating	Disassemble a range of	food restaurant in town.
	Build an Igloo		tuned and percussion	
		<ul> <li>Cut, peel or grate ingredients safely and hygienically.</li> </ul>	instruments. Link with	Understand the importance of correct storage and handling of
		Measure or weigh using measuring cups or electronic scales.	science work on sound to	ingredients (using knowledge of micro- organisms).
		Assemble or cook ingredients.	design and make a working	
			musical instrument using	Measure accurately and calculate ratios of ingredients to scale up or down
			construction techniques and	from a recipe.
			tools to make sound boxes	Demonstrate a range of baking and
			etc.	cooking techniques.
			<ul> <li>Cut materials accurately and safely by selecting appropriate tools.</li> <li>Measure and mark out to the nearest millimetre.</li> <li>Apply appropriate cutting and</li> </ul>	Create and refine recipes, including ingredients, methods, cooking times and temperatures.
Spring 2	Bright Ligh	its, Big City!	shaping techniques that include cuts within the perimeter of the material	Ancient Greece
	Bridge Building		<ul><li>(such as slots or cut outs).</li><li>Select appropriate joining techniques.</li></ul>	
	De constructed play Large construction bricks,		Choose suitable techniques to	
	blocks and planks		<ul><li>construct products or to repair items.</li><li>Strengthen materials using suitable</li></ul>	
	Junk modelling		techniques.	
	Building giants		Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product	

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	curriculum reaching/content (Milestones)			
			(such as levers, winding mechanisms, pulleys and gears).	
Summer 1	Rumble in	the jungle!	Early Civilization	Our Precious Planet
	Large construction-Quadro Design and make a Safari jeep	Design and make a safari jeep Wood or card construction - electric lights?  • Cut materials safely using tools provided. • Measure and mark out to the nearest centimetre. • Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). • Demonstrate a range of joining techniques (such as glueing, hinges or combining materials to strengthen).  • Use materials to practise drilling, screwing, glueing and nailing materials to make and strengthen products  • Create products using levers, wheels and winding mechanisms.	Design a recipe of your own for a food type and a given occasion  Use a basic recipe and adapt to create different flavours of a similar product.  In the style of ancient civilisation or for a fundraising event such as coffee morning cakes, scones etc.  • Prepare ingredients hygienically using appropriate utensils.  • Measure ingredients to the nearest gram accurately.  • Follow a recipe.  • Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking).	Use recycled clothing to design and make a space themed hat or item of fancy dress clothing  • Create objects (such as a cushion) that employ a seam allowance.  • Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration).  • Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion).

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Summer 2	Beside the seaside		Earth and Space
	Loose play and construction kits Building boats large and small	Healthy frozen fruit lollies     Cut, peel or grate ingredients safely and hygienically.     Measure or weigh using measuring cups or electronic scales.     Assemble or cook ingredients.	