

Design and Technology Curriculum Overview

Cycle A	Autumn	Spring	Summer
Hodder – Year 1/2		<p style="text-align: center;">Food</p> <ul style="list-style-type: none"> • Group familiar food products e.g. fruit and vegetables. • To know there are 5 different food groups. <ul style="list-style-type: none"> ○ Fruit, vegetables, grains, dairy and protein. • Explain where food comes from. • To know how to use different tools to create a healthy meal – cutting, peeling, grating, chopping a range of ingredients. Work safely and hygienically. • Understand the need for a variety of foods in a diet. • To know that children should have no more than 6 teaspoons of sugar a day. • A healthy meal consists of something from each 5 food groups! • To know how to prepare a healthy meal. • To know what a healthy meal consists of. • To know how to select appropriate ingredients. • To know how to make a healthy meal. • Measure and weigh food items. 	<p style="text-align: center;">Mechanism – Sliders and Leavers</p> <ul style="list-style-type: none"> • To know how to join appropriately for different materials and situations e.g. glue, tape. • To know how to mark out materials to be cut using a template. • To know how to fold, tear and cut paper and card, cutting along lines, straight and curved. • To know how to experiment with levers and sliders to find different ways of making things move. • Select materials from a limited range. • Select and name the tools needed to work the materials. • To use drawings to record ideas as they are developed. Discuss my work as it progresses. • Explain what I am making and why. • Talk about my design as they develop and identify good and bad points.
Ribble – Year Y3/4	<p style="text-align: center;">Electrical Systems</p> <ul style="list-style-type: none"> • To know how to make and represent different types of circuits. • To know how to make and use switches. • To know how to develop and communicate a design for a product. • To know how to select and use different components. • To know how to evaluate a finished product. 	<p style="text-align: center;">Structures: Let’s Go Fly a Kite</p> <ul style="list-style-type: none"> • To know how key events and individuals in design technology have helped shape the world. • To know and explain the different parts of a kite. • To know about different kite shapes. • To know how to develop design criteria to inform a design. • To know a wide range of tools and equipment to perform practical tasks. • To know how to strengthen, stiffen and reinforce more complex structures. 	
Wyre – Year 5/6		<p style="text-align: center;">Textiles</p> <ul style="list-style-type: none"> • To know which stitch is the most effective to join materials. • To distinguish between functional and decorative sewing stitches on items. • To know that patterns can be used and need to include seam allowance. 	

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Cycle B	Autumn	Spring	Summer
Hodder – Year 1/2		Structures – link to Traditional Tales in English <ul style="list-style-type: none"> • A tower that will hold a doll with long hair (to illustrate Rapunzel) • A bridge for Billy Goat Gruff. • A chair for Baby Bear. • We will learn to explore how to make structures stronger. • We will investigate different techniques for stiffening a variety of materials. • We will learn how to test different methods of enabling structures to remain stable. • Join appropriately for different materials and situations e.g. glue, tape. • We will learn how to mark out materials to be cut using a template. • Use a glue gun with close supervision. • Explore ideas by rearranging materials. • We will learn how to select pictures to help develop my ideas. • Say what I like and do not like about the models I have made and attempt to say why. 	Textiles – beach towel <ul style="list-style-type: none"> • Know how to select from a range of tools and equipment to best suit your task. • Know how to select materials based on their characteristics. • To know what a beach towel is made up of. • To know how to make this appealing to a certain audience. • To know how to follow design criteria. • To know how to cut, shape, join and finish different types of materials. • To know how to effectively evaluate your product.
Ribble – Year Y3/4	Textiles – Pencil Cases <ul style="list-style-type: none"> • To know, practise and compare different sewing stitches. • To know different ways of opening and closing pencil cases. • To know how to sew embellishments onto a piece of fabric. 	Food – sandwiches <ul style="list-style-type: none"> • To know that food can be divided into different groups. (Recap of KS1) • To know that there is a variety of different sandwiches. • To know what makes a healthy sandwich. 	Mechanical Systems <ul style="list-style-type: none"> • To know about different lever and linkage mechanisms. • To know different types of motion in mechanical systems. • To know how to make a lever and a linkage mechanism.
Wyre – Year 5/6	Mechanism – Cams <ul style="list-style-type: none"> • To know that some moving toys use cams / gears and explain how they work. • To know that a cam mechanism will change rotary motion into linear motion • To know how different shaped cams affect the movement of the follower • To know ways of strengthening a structure. • To know that design is important. • To know how to work safely with a variety of materials and tools 		Food Technology <ul style="list-style-type: none"> • To how to Weigh and measure using scales • To know safe chopping techniques. • To know the importance of cooking ingredients correctly. • To know where and how some ingredients are grown and processed. • To know about seasonal foods. • To know how chefs influence the foods we eat. • To know and apply the principles of a healthy and varied diet.