

United Curriculum: Design & Technology



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	<p>Cooking & nutrition Autumn 1 <i>Fruit kebabs</i></p> <ul style="list-style-type: none"> • Designing and making with food • Understanding Health and nutrition • Combining tastes and textures to make a product • Using basic cutting tools <p>(PSHE) (Science)</p>	<p>Textiles: Marking out and joining fabric Autumn 1 <i>Finger puppets (animals)</i></p> <ul style="list-style-type: none"> • Making a textile product by marking out, cutting and joining fabric 	<p>Free Standing Structures Autumn 1 <i>Photo frame</i></p> <ul style="list-style-type: none"> • Understanding ways in which structures can be made stable • Understand how to stiffen materials 	<p>Mechanisms: Linkages Autumn 2 <i>Pop Up Book with moving parts (Guide To The Rainforest)</i></p> <ul style="list-style-type: none"> • Understand how a range of linkage type mechanisms work • Assemble a range of mechanisms including pop ups, spinners, sliders, levers and tabs • Apply to the design of a pop up book <p>Option of Science</p>	<p>Structures: Musical instruments Autumn 2 <i>Rainmaker</i></p> <ul style="list-style-type: none"> • Investigate instruments from different times and cultures • Understand how shape and materials used can alter sound • Investigate a range of finishing techniques <p>Options of Music</p>	<p>Structures Autumn 1 <i>Design and build an aqueduct</i></p> <ul style="list-style-type: none"> • Understand why structures sometimes fail • Investigate and use techniques to reinforce and strengthen structures • Design and make a structure for a specific tasks <p>History</p>
Spring	<p>Static Structures Spring 1 <i>Castles</i></p> <ul style="list-style-type: none"> • Creating models from sheet and reclaimed materials • Understand about basic structures and how they can be made stronger/more stable • Use range of fixing techniques <p>(History)</p>	<p>Mechanisms: Wheels, axels, pulleys and levers Spring 1 <i>Fire engines</i></p> <ul style="list-style-type: none"> • Joining materials with moving joints • Understand how wheels and axels work • Understand winding mechanisms <p>option of PSHE</p>	<p>Mechanisms and control: Pneumatics Spring 1 <i>Moving Monster</i></p> <ul style="list-style-type: none"> • Consider different types of pneumatic structures • Know about the movement of simple mechanisms , such as levers and linkages 	<p>Textiles: Reinforcing fabric Spring 1 <i>Purse for the Rio carnival</i></p> <ul style="list-style-type: none"> • Investigate ways of reinforcing fabric, e.g. over stitching, running stitch • Create and use a pattern • Develop decorative techniques and fastenings e.g. applique <p>Geography</p>	<p>Cooking and Nutrition Spring 2 <i>Making bread</i></p> <ul style="list-style-type: none"> • Understand the function and properties of materials • Identify, select and use food tools and techniques safely • Understand food hygiene 	<p>Mechanisms: electrical and computer control Spring 2</p> <ul style="list-style-type: none"> • Understand how products can be driven by electricity • Use motors to control speed and direction of movement • Develop structures with cladding and finishing techniques
Summer	<p>Mechanisms: Pushes, pulls and levers Summer 2 <i>A book with moving parts (transport)</i></p> <ul style="list-style-type: none"> • Understand simple mechanisms that create movement e.g. simple levers and sliders <p>(History)</p>	<p>Textiles: Using a paper pattern, joining fabric Summer 1 <i>Space suit for an Astronaut</i></p> <ul style="list-style-type: none"> • Use a graphics programme to design a space suit • Use a simple paper pattern to draw around and cut out fabric • Use simple joining techniques <p>Option of Science</p>	<p>Cooking & nutrition Summer 2</p> <ul style="list-style-type: none"> • Food preparation techniques • Combining appearance, flavour and texture • Understand the balanced plate model for healthy eating <p><i>A Greek Salad</i> [History]</p>	<p>Electrical Control Summer 2 <i>An alarm system for a precious artefact</i></p> <ul style="list-style-type: none"> • Draw on understanding of simple electrical circuits and switches • Join components, cut and shape material with precision <p>Option of Science</p>	<p>Mechanisms: Moving toys using cams, wheels and axels Summer 2</p> <ul style="list-style-type: none"> • Understand how mechanisms can be used to produce movement • Cut, shape and join components, selecting tools for a specific purpose 	<p>Textiles Summer 1 <i>T Shirts</i></p> <ul style="list-style-type: none"> • Design for a range of needs – appearance, safety, size, warmth • Use patterns, templates and detailed working drawings • Develop finishing techniques

