

Design and Technology Curriculum 2014 – Provision Map.

Key Stage 1			
	Autumn Term	Spring Term	Summer Term
Year A Year 1 & 2	Design: <ul style="list-style-type: none"> • Be able to design purposeful, functional, appealing products based on design criteria. • Be able to generate, develop, model and communicate ideas through: <ul style="list-style-type: none"> ▪ Talking ▪ Drawing ▪ Templates ▪ Mock ups ▪ IT (as is appropriate) 		
	Make: <ul style="list-style-type: none"> • Be able to select from and use a range of tools and equipment to perform tasks including: <ul style="list-style-type: none"> ▪ Cutting ▪ Shaping ▪ Joining ▪ Finishing 		
	Evaluate: <ul style="list-style-type: none"> • Be able to explore and evaluate a range of existing products. • Be able to evaluate their own ideas and products against design criteria. 		
	Technical Knowledge <ul style="list-style-type: none"> • Build structures and exploring how these can be made stronger, stiffer and more stable. • Be able to explore and use mechanisms in their products including for example: levers, sliders, wheels and axles. 		
	Cooking and Nutrition: <ul style="list-style-type: none"> • Be able to use the basic principles of a healthy and varied diet to prepare dishes. • Be able to understand where food comes from. • Develop a love of cooking. 		

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<p>Main Themes</p>	<p>Cooking: (link with seasons in science)</p> <ul style="list-style-type: none"> • A celebration of Harvest using produce from the school gardens – Pies and pasties. • Christmas Cooking. (Y1 Jesus in a manger, Y2 Biscuits.) <p>Construction:</p> <ul style="list-style-type: none"> • Playground Constructions around a castles theme. 	<p>Moving Trains and toys – good to link with Robert Louis Stevenson.</p>	<p>Octonauts and homes under the Sea. (link with History and Geography)</p> <p>Summer Fruits (link with seasons in science)</p>
<p>Year B Year 1 & 2</p>	<p>Design :</p> <ul style="list-style-type: none"> • Be able to design purposeful, functional, appealing products based on design criteria. • Be able to generate, develop, model and communicate ideas through: <ul style="list-style-type: none"> ▪ Talking ▪ Drawing ▪ Templates ▪ Mock ups ▪ IT (as is appropriate) <p>Make:</p> <ul style="list-style-type: none"> • Be able to select from and use a range of tools and equipment to perform tasks including: <ul style="list-style-type: none"> ▪ Cutting ▪ Shaping ▪ Joining ▪ Finishing <p>Evaluate:</p> <ul style="list-style-type: none"> • Be able to explore and evaluate a range of existing products. • Be able to evaluate their own ideas and products against design criteria. <p>Technical Knowledge</p> <ul style="list-style-type: none"> • Build structures and exploring how these can be made stronger, stiffer and more stable. • Be able to explore and use mechanisms in their products including for example: levers, sliders, wheels and axles <p>Cooking and Nutrition:</p> <ul style="list-style-type: none"> • Be able to use the basic principles of a healthy and varied diet to prepare dishes. • Be able to understand where food comes from. • Develop a love of cooking. 		

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Main Themes	Buildings Bridges and Towers. – link with Geog/Hist. Cooking: (link with seasons in science) <ul style="list-style-type: none"> • A celebration of Harvest using produce from the school gardens - Soups. • Christmas Cooking. (Y1 Jesus in a manger, Y2 Biscuits.) 	Vehicles including Space Vehicles (link with geog/hist)	Cultural Cooking & Special Salads (link with seasons in science and geog/hist topics) Puppets (link with geog/hist)
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Lower Key Stage 2			
	Autumn Term	Spring Term	Summer Term
Year A Year 3 & 4	<p>Design:</p> <ul style="list-style-type: none"> • Be able to research and criteria to inform the design. • Design innovative, functional and appealing products that meet the needs of individuals and groups. • Be able to generate, develop, model and communicate ideas through: <ul style="list-style-type: none"> ▪ As KS1 and ... ▪ Annotated Diagrams ▪ Exploded Diagrams ▪ Pattern Pieces ▪ Prototypes <p>Make:</p> <ul style="list-style-type: none"> • Be able to select from and use a range of tools and equipment to perform tasks including: <ul style="list-style-type: none"> ▪ Cutting, Shaping, Joining and Finishing. • Select from and use a wider range of materials and components. 		

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	<p>Evaluate:</p> <ul style="list-style-type: none"> • Be able to explore and evaluate a range of existing products. • Be able to evaluate their own ideas and products against design criteria. • Be able to consider the views of others to improve their work. <p>Technical Knowledge</p> <ul style="list-style-type: none"> • Be able to apply their understanding of how to strengthen, stiffen and reinforce (e.g. using triangles) to build more complex structures. • Be able to explore and use mechanisms in their products including for example: levers, sliders, wheels and axles. <p>Cooking and Nutrition:</p> <ul style="list-style-type: none"> • Be able to use the basic principles of a healthy and varied diet to prepare dishes. • Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. • Understand seasonality (think school gardens) and know where and how a variety of ingredients are grown, reared, caught and processed. 		
<p>Main Themes</p>	<p>Cooking:</p> <ul style="list-style-type: none"> • A celebration of Harvest using produce from the school gardens – Herb & Potato Platters. (Link to Yr3 science.) • Christmas Cooking. (Y3 Christmas Cup Cakes, Y4 Christmas Logs or equiv.) <p>Picture Frames</p>	<p>Musical Instruments (Y4) link with science.</p> <p>Moving Monsters (Y3)</p>	<p>Sandwich Specials (link with Yr3 Science)</p> <p>PE Bags/ Purses.</p>
<p>Year B Year 3 & 4</p>	<p>Design:</p> <ul style="list-style-type: none"> • Be able to research and criteria to inform the design. • Design innovative, functional and appealing products that meet the needs of individuals and groups. • Be able to generate, develop, model and communicate ideas through: <ul style="list-style-type: none"> ▪ As KS1 and ▪ Annotated Diagrams ▪ Exploded Diagrams ▪ Pattern Pieces ▪ Prototypes <p>Make:</p> <ul style="list-style-type: none"> • Be able to select from and use a range of tools and equipment to perform tasks including: <ul style="list-style-type: none"> ▪ Cutting, Shaping, Joining and Finishing. • Select from and use a wider range of materials and components. 		

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<p>Evaluate:</p> <ul style="list-style-type: none"> • Be able to explore and evaluate a range of existing products. • Be able to evaluate their own ideas and products against design criteria. • Be able to consider the views of others to improve their work. 			
<p>Technical Knowledge</p> <ul style="list-style-type: none"> • Be able to apply their understanding of how to strengthen, stiffen and reinforce (e.g. using triangles) to build more complex structures. • Be able to explore and use mechanisms in their products including for example: levers, sliders, wheels and axles 			
<p>Cooking and Nutrition:</p> <ul style="list-style-type: none"> • Be able to use the basic principles of a healthy and varied diet to prepare dishes. • Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. • Understand seasonality (think school gardens) and know where and how a variety of ingredients are grown, reared, caught and processed. 			
<p>Main Themes</p>	<p>Cooking:</p> <ul style="list-style-type: none"> • A celebration of Harvest using produce from the school gardens – Vegetable Stews and Hotpots. (link to Yr3 Science) • Christmas Cooking. (Y3 Christmas Cup Cakes, Y4 Christmas Logs or equiv.) <p>3D Story Telling – Books and Mini Stage Sets</p>	<p>Musical Instruments (Y4) link with science</p>	<p>Class Picnics (link with Yr3 Science)</p>
		<p>Moving Monsters (Y3)</p>	<p>Shelters</p>

Upper Key Stage 2			
	Autumn Term	Spring Term	Summer Term

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Year A Year 5 & 6	Design: <ul style="list-style-type: none">• Be able to research and criteria to inform the design.• Design innovative, functional and appealing products that meet the needs of individuals and groups.• Be able to generate, develop, model and communicate ideas through:<ul style="list-style-type: none">▪ As Lower KS2▪ Cross Section Diagrams▪ Pattern Pieces▪ Prototypes▪ Computer aided design.
	Make: <ul style="list-style-type: none">• Be able to select from and accurately use a range of tools and equipment to perform tasks including:<ul style="list-style-type: none">▪ Cutting, Shaping, Joining and finishing• Select from and use a wider range of materials and components.• Take into account the functional properties and aesthetic qualities of materials.
	Evaluate: <ul style="list-style-type: none">• Be able to investigate and analyse a range of existing products.• Be able to evaluate their own ideas and products against design criteria.• Be able to consider the views of others to improve their work.• Understand how key events and individuals in design and technology have helped shape the world.
	Technical Knowledge <ul style="list-style-type: none">• Be able to apply their understanding of how to strengthen, stiffen and reinforce (e.g. using triangles) to build more complex structures.• Be able to understand and use mechanical systems in products including gears, pulleys, cams, levers and linkages. (Yr5 link to science)• Understand and use electrical systems in their products (Yr6 link to science)• Apply their understanding of computing to program, monitor and control their products.
	Cooking and Nutrition: <ul style="list-style-type: none">• Be able to use the basic principles of a healthy and varied diet to prepare dishes.• Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.• Understand seasonality (think school gardens) and know where and how a variety of ingredients are grown, reared, caught and processed.

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Main Themes	Wooden Frameworks and structures. Christmas Cooking. (Y5 Mince Pies, Y6 Fruit Cake.)	Moving Toys (Cams, gears, pulleys, levers in Yr5 and Electrical components in Yr6)	Menus for Activity Days (Yr5)/ Class Banquet (Yr6). Moving Materials - Cranes.
Year 5 & 6	<p>Design:</p> <ul style="list-style-type: none"> • Be able to research and criteria to inform the design. • Design innovative, functional and appealing products that meet the needs of individuals and groups. • Be able to generate, develop, model and communicate ideas through: <ul style="list-style-type: none"> ▪ As Lower KS2 ▪ Cross Section Diagrams ▪ Pattern Pieces ▪ Prototypes ▪ Computer aided design. <p>Make:</p> <ul style="list-style-type: none"> • Be able to select from and accurately use a range of tools and equipment to perform tasks including: <ul style="list-style-type: none"> ▪ Cutting, Shaping, Joining and finishing • Select from and use a wider range of materials and components. • Take into account the functional properties and aesthetic qualities of materials. <p>Evaluate:</p> <ul style="list-style-type: none"> • Be able to investigate and analyse a range of existing products. • Be able to evaluate their own ideas and products against design criteria. • Be able to consider the views of others to improve their work. • Understand how key events and individuals in design and technology have helped shape the world. <p>Technical Knowledge</p> <ul style="list-style-type: none"> • Be able to apply their understanding of how to strengthen, stiffen and reinforce (e.g. using triangles)to build more complex structures. • Be able to understand and use mechanical systems in products including gears, pulleys, cams, levers and linkages. (Yr5 link to science) • Understand and use electrical systems in their products (Yr6 link to science) • Apply their understanding of computing to program, monitor and control their products. 		

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	<p>Cooking and Nutrition:</p> <ul style="list-style-type: none"> • Be able to use the basic principles of a healthy and varied diet to prepare dishes. • Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. • Understand seasonality (think school gardens) and know where and how a variety of ingredients are grown, reared, caught and processed. 		
<p>Main Themes</p>	<p>Footwear</p>	<p>Controlled Vehicles (Gears in Yr5, Electrical in Yr6)</p>	<p>Menus for Activity Days (Yr5)/ Class Banquet (Yr6).</p>
	<p>Christmas Cooking. (Y5 Mince Pies, Y6 Fruit Cake.)</p>	<p>Breads from around the world.</p>	<p>Moving Bridge Structures.</p>