
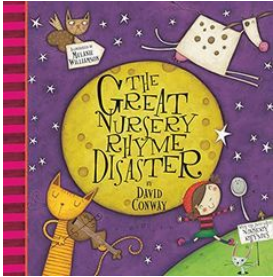



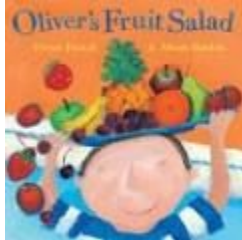


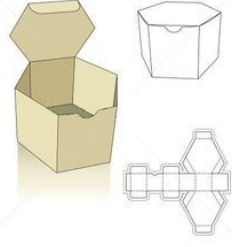
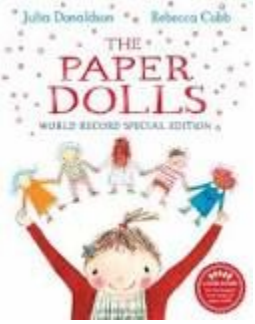
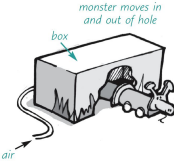


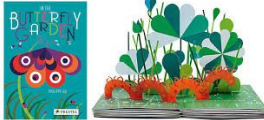

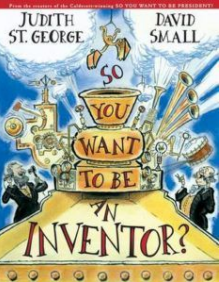



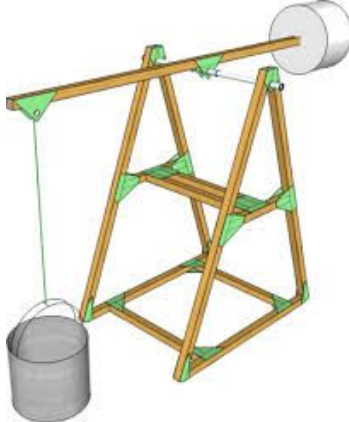




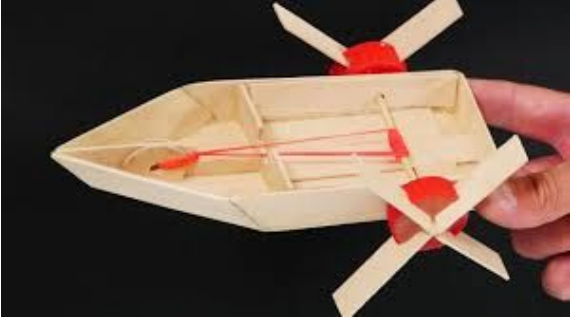



## Curriculum Narrative: Design Technology (Stibbard)

DT	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Summer 2
<p><b>Year 1</b></p> 	<p><b><u>Mechanisms</u></b>  <b>Make a moving picture</b>  <b>E.g. disappearing Bee</b></p> <p>Using paper, paper fasteners and card explore making sliders, levers and pivots and wheel mechanisms.</p> <p>Text - The Great Nursery Rhyme</p>  <p>Disaster by David Conway</p>	<p><b><u>Construction</u></b>  <b>Make a bird feeder</b></p> <p>Research different bird feeders. Explore how to recycle objects. Design and make.</p> <p>Linked with Science topic.</p>  <p><b>20 Creative DIY Bird Feeders</b></p> 	<p><b><u>Structures</u></b>  <b>Build a strong bridge</b></p> <p>Begin to build structures, joining components together to create a finished product.</p> <p>Text - The three Billy Goats Gruff</p> 	<p><b><u>Cooking and Nutrition</u></b>  <b>Make a smoothie</b></p> <p>Make a salad (including fruit salad) Research favourite fruit/vegetable Evaluate product.</p> <p>Text - Oliver's Fruit salad &amp; Olver's Vegetables. Linked to English - writing instructions</p> 	<p><b><u>Mechanisms</u></b>  <b>Make a moving vehicle</b></p> <p>Wheels and Axles          Design a moon boogie to help Bob with his jobs on the Moon.          Investigate how wheels move</p> <p>Text: Man on the moon</p> 	<p><b><u>Textiles</u></b> sewing and making  <b>Make a fabric keyring for bookbag</b></p> <p>Sew a sea picture e.g. a fish, boat, crab etc</p> <p>Explore different fabrics. Sew and join fabrics using running stitch.</p> <p>Linked to English - looking after the planet</p> 
<p><b>Year 2</b></p>	<p><b><u>Constructions</u></b>  <b>Design and Make a plaque</b></p> <p>Simple Salt Dough</p>	<p><b><u>Constructions</u></b>  <b>Christmas Gift Boxes from nets</b></p>	<p><b><u>Textiles</u></b>  <b>Paper Dolls</b></p> <p>Design and make clothes. Demonstrate how to cut, shape and join</p>	<p><b><u>Mechanisms</u></b>  <b>Royal Corgi Dog House</b></p> <p>Explore syringe and tube models</p>	<p><b><u>Cooking and Nutrition</u></b>  <b>Make wraps and pockets (tortillas, pita bread )</b></p>	<p><b><u>Structures</u></b>  <b>Lighthouse</b></p> <p>Build lighthouse structures, using yoghurt pots , plastic tubing, elastic</p>

	<p>Discover that materials can change and that the change is irreversible Assemble, join and combine materials</p> <p>Vocab: dough, roll, pinch, shaping, cutting, joining, finishing Text</p>	<p><b>with tabs</b></p>  <p>Design and make purposeful, functional appealing products for themselves and others based on a design criteria. E.g. pyramid, prism, square top pyramid, flower top, curved side, triangular side nets.</p>	<p>fabric to make a simple product. Use basic sewing techniques.</p> <p>Story The Paper Dolls by Julia Donaldson</p> 	<p>and use mechanisms in their products.</p> 	<p>Use a basic principle of a healthy and varied diet to prepare dishes.</p>	<p>bands, matchsticks exploring how they can be made stronger, stiffer and more stable.</p>
<p><b>Year 3</b></p>	<p><b><u>Structures:</u></b> <b>Design and make a Shelter.</b></p> <p>Explore shelters and their purposes as part of children's Welly Day sessions. Use research to design and then build own shelters in</p>	<p><b><u>Christmas Stockings</u></b> <b>Design and sew a Christmas stocking.</b></p> <p>Develop basic sewing skills to sew together two pieces of fabric and create a functional and visually appealing</p>	<p><b><u>Mechanisms:</u></b> <b>Design and make a Pop-Up Book with a range of pop-up mechanisms.</b></p> <p>Practice making different pop up mechanisms and test on Reception Class - use this feedback to create</p>	<p><b><u>Structures:</u></b> <b>Design and make a mini Greenhouse.</b></p> <p>Work as a team to design and make a mini-greenhouse to house seeds for science</p> <p><b>VOCAB:</b> Structure</p>	<p><b><u>Evaluate:</u></b> <b>Explore key Victorian designers who have helped shape the world</b></p> <p>Explore Victorian designs and designers, explore the purpose of designing something to solve a problem.</p>	<p><b><u>Cooking and Nutrition:</u></b> <b>Design and make a healthy sandwich</b></p> <p>Discuss healthy foods, use the food pyramid to explain. Design, make and evaluate a healthy sandwich.purposes wonderful weds</p>

	<p>small groups using natural materials.</p> <p><b>VOCAB:</b> Shelters Purpose Design Plans Evaluations Improvements Build Natural materials</p> 	<p>Christmas Stocking.</p> <p><b>VOCAB:</b> Sewing, functionality, visual appeal, stitches, templates, fabric Needles, thread, decorations.</p> 	<p>... pop up books as a small group</p> <p><b>VOCAB:</b> Design criteria, Critique, Evaluate , Purposeful, Functional , Appealing, Product, Strengthen, Reinforce, Mechanical</p> 	<p>Solid Transparent Material Absorbs heat</p> 	<p>Great Exhibition Style to present in school foyer</p> <p><b>VOCAB:</b> Inventors Revolutionary Designs inventions William Fox Talbot (Camera) Thomas Crapper (flushing toilets) Karl Benz (first motorcar) Isambard Kingdom Brunel (bridges)</p> 	<p><b>VOCAB:</b> Design Sandwich Evaluate Smell Taste Texture</p> 
<p><b>Year 4</b></p>	<p><b><u>Textiles:</u></b> Design and make an Anglo Saxon money holder Build on sewing skills to create a</p>	<p><b><u>Structures:</u></b> Design, make and evaluate a game.  Design and make a toy or game that will</p>	<p><b><u>Mechanisms:</u></b> Design and make a Shaduf. Evaluate its ability to move water from one place to another.  Design a self standing structure which</p>	<p><b><u>Cooking and Nutrition:</u></b> Follow recipes to make beetroot cake.</p>	<p><b><u>Electrical systems:</u></b> Design and make a torch with a working switch.  Use a range of</p>	

	<p>drawstring bag, suitable for holding coins.</p> <p><b>VOCAB:</b> Sewing, functionality, running stitch, fabric, needles, pins, thread, draw string, seam allowance, reverse.</p> 	<p>amuse and intrigue a bed-ridden patient approximately nine years of age and that can be played with on a bed tray</p> <p><b>VOCAB:</b> safe, convenient, toy, rules, template, square, preference practical, cost effective, hand/eye skill, right angle, sawing board, game, bored thinking skill, chance cutting mat, hacksaw, strip</p> 	<p>contains a pivot mechanism, enabling water to be moved from one place to another.</p> <p><b>VOCAB:</b> lever, fulcrum, counterweight, effort, load, purpose, design, construct, test, evaluate.</p> 	<p>Use recipes from WW2 to make wartime beetroot cake with limited rationed ingredients.</p> <p><b>VOCAB:</b> ration, beet, blend, puree, fold, butter, sugar, eggs, beetroot, vinegar, milk, flour, cocoa powder, baking powder.</p> 	<p>materials to create a torch. Torch should include a working electrical circuit and a switch to turn the torch on and off.</p> <p><b>VOCAB:</b> reflector, circuit, switch, bulb, wires.</p> 
<p><b>Year 5</b></p>	<p><b><u>Mechanisms:</u></b>  <b>Design and make a boat powered by elastic band mechanisms</b></p> <p>Children will work together to investigate how the design of a boat can affect the mass it can hold and learn how a simple mechanism can be used to power a boat. They will work independently to make, test and refine their own elastic band powered boat.</p> <p><b>VOCAB:</b> Float, sink, force, water resistance, upthrust, cargo, paddle boards,</p>	<p><b><u>Control:</u></b>  <b>Use Makey Makey to control musical instruments</b></p> <p>Children learn to use control equipment (Makey Makey) and use it to make a working piano.</p> <p><b>VOCAB:</b> Conductive material,</p>	<p><b><u>Control:</u></b>  <b>Design, make test and improve a marble run</b></p> <p>Children work collaboratively to make a marble run following a specific design brief. They need to test and refine their product throughout the process.</p>	<p><b><u>Mechanisms:</u></b> <b>Design and make a toy using a CAM mechanism</b></p> <p>Children will understand the use of a CAM mechanism and explore how CAMs work before designing a 'victorian style' toy using a working CAM mechanism. Children will make and evaluate a 'victorian style' toy using a working CAM mechanism.</p> <p><b>VOCAB:</b> Mechanical, cam (round, egg, ellipse, eccentric, hexagonal, snail, pear), friction drive, follower, slider, handle, phase, 10mm wood, 5mm dowel,</p>	

	<p>oars, kinetic energy, potential energy, tilt, stabilise, test, evaluate, adapt, refine, adjust, improve</p> 	<p>input device, touchpads, Coding, crocodile clips, connector wires, USB cable, Earth, ground, grounded, key, non conductor,</p> 	<p><b>VOCAB:</b> Conductive material, input device, touchpads, Coding, crocodile clips, connector wires, USB cable, Earth, ground, grounded, key, non conductor,</p> 	<p>strengthen, support, clamp, bench hook, hacksaw, drill, drill bit, tubing, audience.</p> 
<p><b>Year 6</b></p>	<p><b><u>Textiles:</u></b>  <b>Design and make a decorated phone sock or cushion cover.</b></p> <p>Learn how to make textile products using stitches to join fabrics and a range of decorating techniques including buttons, applique and a selection of different stitches.</p> <p><b>VOCAB:</b> Needle, Thread, Knot, Back stitch, Running stitch, Cross stitch, Whip stitch, Button, Applique, template, seam allowance,</p>	<p><b><u>Cooking and Nutrition:</u></b>  <b>Design and make Iraqi style breads.</b></p> <p>Investigate current Iraqi bread and compare to other breads from around the world. Look at the ingredients and where they are grown. Design own bread with a choice of shape and some variable ingredients.          Make, taste and evaluate bread.</p> <p><b>VOCAB:</b> Halaal, Wheat, Yeast, Khubz Tannour, Samoon, Carbohydrate</p>	<p><b><u>Electrical systems:</u></b>  <b>Design and make a toy or game which incorporates an electrical system.</b></p> <p>To use their science knowledge of electrical circuits and components to create a game/ toy containing an electrical system.</p> <p>In groups research and select electrical games/ toys/ themes currently available and conduct market research across class. Make and evaluate (using testing by children from other classes to inform their evaluation)</p> <p><b>VOCAB:</b> Series circuit, wire,</p>	



Switch, battery, buzzer, bulb, motor. Market research

