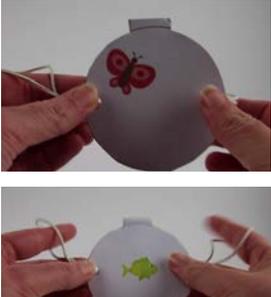
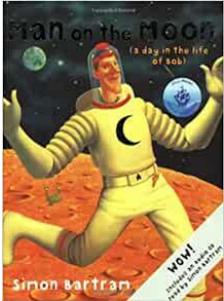
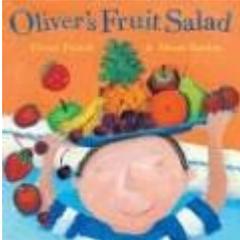
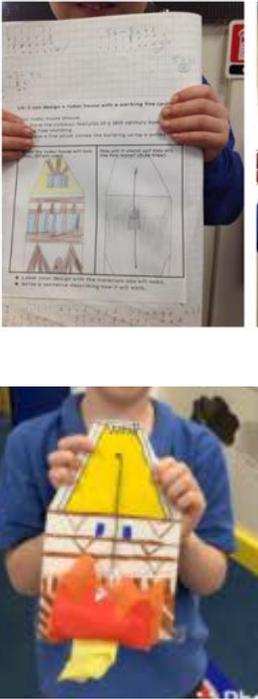
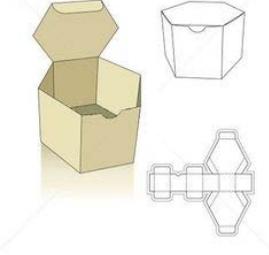
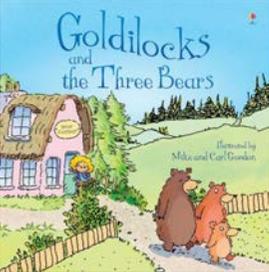
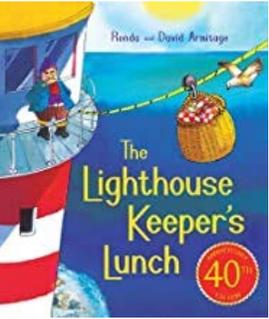
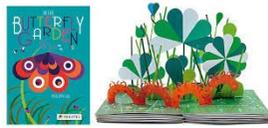
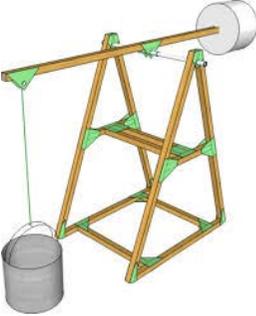


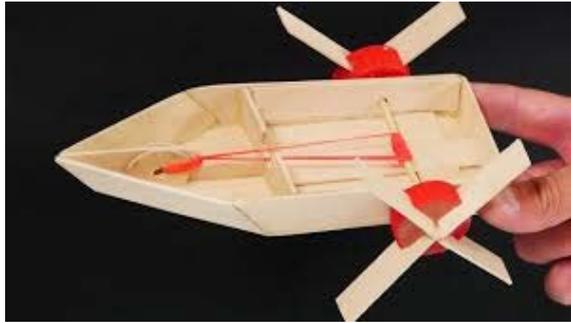
Curriculum Narrative: Design Technology (Stibbard) 2022-23

DT	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Summer 2
<p>Year 1</p>	<p><u>Construction</u> Make a paper toy</p> <p>Learn to use scissors to cut along lines and cut out shapes. Evaluate a range of paper toys and learn to fold accurately to create a paper toy.</p> <p>Design and make a paper toy illusion</p> 	<p><u>Construction</u> Make a bird feeder</p> <p>Research different bird feeders. Explore how to recycle objects. Design and make.</p> <p>Linked with Science topic.</p> 	<p><u>Structures</u> Build a strong bridge</p> <p>Evaluate a range of different bridges. Learn to build and strengthen structures and how to join components together to create a finished product.</p> <p>Design and make a bridge for the Billy Goats.</p> <p>Text - The three Billy Goats Gruff</p> 	<p><u>Mechanisms</u> Make a moving vehicle</p> <p>Wheels and Axles Design a moon buggy to help Bob with his jobs on the Moon.</p> <p>Investigate how wheels move</p> <p>Text: Man on the moon</p> 	<p><u>Cooking and Nutrition</u> Make a smoothie</p> <p>Make a smoothie Research favourite fruit/vegetable Evaluate product.</p> <p>Text - Oliver's Fruit salad & Olver's Vegetables. Linked to English - writing instructions</p> 	
<p>Year 2</p>	<p><u>Mechanisms</u> Pulleys link to Great Fire of London</p> <p>Use a very simple pulley to lift a fire in</p>	<p><u>Constructions</u> Christmas Gift Boxes from nets with tabs - link to maths shape work - chn to make their own nets choosing the 2D shape</p>	<p><u>Structures</u> Strengthen (links to year 1 bridges unit) Explore the stability of different shapes and learn how to strengthen</p>	<p><u>Textiles</u> Make a fabric keyring for bookbag</p> <p>Sew a sea picture e.g. a fish, boat, crab etc</p>	<p><u>Cooking and Nutrition</u> Design and make a cous-cous or quinoa salad</p> <p>Use a basic principle of a healthy and varied diet to prepare dishes.</p> <p>1st Half Term, Taste and evaluate food - ie</p>	

	<p>front of a Tudor house.</p> 	<p>(don't give nets)</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>materials. Design and make a chair for baby bear.</p> <p>https://www.kapowprimary.com/subjects/design-technology/key-stage-1/</p> 	<p>Explore different fabrics. Sew and join fabrics using running stitch and use stitching to attach a ring for a key.</p> 	<p>tomatoes, spring onions, cous-cous, quinoa and a range of dressings. Also test a mixed cous-cous salad.</p> <p>2nd Half Term, design and make their own healthy cous-cous or quinoa salad.</p>  
<p>Year 3</p>	<p><u>Cooking and Nutrition:</u> Design and make a healthy sandwich</p> <p>Discuss healthy foods, use the food pyramid to explain. Design, make and evaluate a healthy sandwich for a class</p>	<p><u>Textiles:</u> Design and sew a Christmas stocking.</p> <p>Develop basic sewing skills to sew together two pieces of fabric and create a functional and visually appealing</p>	<p><u>Structures:</u> Design and make a mini Greenhouse.</p> <p>Work as a team to design and make a mini-greenhouse to house seeds for science.</p> <p>VOCAB:</p>	<p><u>Control Pneumatic systems:</u> Make a working volcano</p> <p>Investigate syringe and tube models and other pneumatic systems. Design and build a model</p>	<p><u>Mechanisms:</u> Design and make a Pop-Up Book with a range of pop-up mechanisms.</p> <p>Practice making different pop up mechanisms and test on Reception Class - use this feedback to create ... pop up books as a small group</p> <p>VOCAB: Rotate</p>

	<p>picnic.</p> <p>VOCAB: Design Sandwich Evaluate Smell Taste Texture</p> 	<p>Christmas Stocking.</p> <p>VOCAB: Sewing, functionality, visual appeal, stitches, templates, fabric Needles, thread, decorations.</p> 	<p>Structure Solid Transparent Material Absorbs heat</p> 	<p>volcano which operates using a pneumatic system.</p> <p>Vocab: Pneumatic, inflatable, pressure, force, syringe.</p>	<p>Pivot Lever Linkage Design criteria, Critique, Evaluate , Purposeful, Functional , Strengthen Reinforce, Mechanical</p> 
<p>Year 4</p>	<p><u>Textiles:</u> Design and make an Anglo Saxon money holder Build on sewing skills to create a drawstring bag, suitable for holding coins.</p> <p>VOCAB: Sewing, functionality, running stitch, fabric, needles, pins, thread, draw string, seam allowance, reverse.</p> 	<p><u>Mechanisms:</u> Design and make a Shaduf. Evaluate its ability to move water from one place to another.</p> <p>Design a self standing structure which contains a pivot mechanism, enabling water to be moved from one place to another.</p> <p>VOCAB: lever, fulcrum, counterweight, effort, load, purpose, design, construct, test, evaluate.</p>	<p><u>Cooking and Nutrition:</u> Follow recipes to make a cake.</p> <p>Use recipes from WW2 to make wartime beetroot. carrot/ chocolate cake with limited rationed ingredients.</p> <p>VOCAB: ration, beet, blend, puree, fold, butter, sugar, eggs, beetroot, vinegar, milk, flour, cocoa powder, baking powder.</p>	<p><u>Electrical systems:</u> Design and make a torch with a working switch.</p> <p>Use a range of materials to create a torch. Torch should include a working electrical circuit and a switch to turn the torch on and off.</p> <p>VOCAB: reflector, circuit, switch, bulb, wires.</p>	

				
<p>Year 5</p>	<p><u>Mechanisms:</u> Design and make a boat powered by elastic band mechanisms</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>VOCAB: Float, sink, force, water resistance, upthrust, cargo, paddle boards, oars, kinetic energy, potential energy, tilt, stabilise, test, evaluate, adapt, refine, adjust, improve</p>	<p><u>Control:</u> Use Makey Makey to control musical instruments</p> <p>Children learn to use control equipment (Makey Makey) and use it to make a working piano.</p> <p>VOCAB: Conductive material, input device, touchpads, Coding, crocodile clips, connector wires, USB cable, Earth, ground, grounded, key, non conductor,</p> 	<p><u>Control:</u> Design, make test and improve a marble run</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>VOCAB: Conductive material, input device, touchpads, Coding, crocodile clips, connector wires, USB cable, Earth, ground, grounded, key, non conductor,</p>	<p><u>Mechanisms:</u> Design and make a toy using a CAM mechanism</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>VOCAB: Mechanical, cam (round, egg, ellipse, eccentric, hexagonal, snail, pear), friction drive, follower, slider, handle, phase, 10mm wood, 5mm dowel, strengthen, support, clamp, bench hook, hacksaw, drill, drill bit, tubing, audience.</p>



Year 6

Textiles:
Design and make a decorated phone sock or cushion cover.

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.

VOCAB: Needle, Thread, Knot, Back stitch, Running stitch, Cross stitch, Whip stitch, Button, Applique, template, seam allowance,

Cooking and Nutrition:
Design and make Iraqi style breads.

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.

VOCAB: Halaal, Wheat, Yeast, Khubz Tannour, Samoon, Carbohydrate

Electrical systems:
Design and make a toy or game which incorporates an electrical system.

To use their science knowledge of electrical circuits and components to create a game/ toy containing an electrical system.

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)

VOCAB: Series circuit, wire, Switch, battery, buzzer, bulb, motor. Market research

