Sabden Primary School

Design Technology Curriculum Overview – Year A

Key Stage 1

		Curriculum Links	Aims	National Curriculum
Autumn	**Moving Characters**	History – Christmas, past and present)	Children will learn how to make three different mechanisms to create moving Christmas characters!	KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics KS1 - evaluate their ideas and products against design criteria KS1 - explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products
	Delightful Decorations	Christmas	Pupils will develop their cutting and sewing skills whilst making a delightful decoration for the Christmas tree! They will explore, cut, sew, design, make and evaluate their Christmas tree decorations in this practical Christmas themed DT series of lessons.	KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics KS1 - explore and evaluate a range of existing products KS1 - evaluate their ideas and products against design criteria
Spring	**Wacky Windmills**	Geography – Whatever the Weather	Children will explore different ways of making windmill bases and sails with classroom and craft materials, learning how to join materials together and make axles allowing sails to spin in the wind. They can then design, make and evaluate their own wacky windmill.	KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. KS1 - explore and evaluate a range of existing products KS1 - build structures, exploring how they can be made stronger, stiffer and more stable
Summer	**Seaside Snacks**	Geography – Oh I do Like to be Beside the Seaside	Children will taste, explore and think about a range of foods. They will be encouraged to experience the flavours, textures and colours of different foods. Children will have the opportunity to design their own seaside picnic, while thinking carefully about what makes a balanced meal.	KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics KS1 - evaluate their ideas and products against design criteria KS1 - use the basic principles of a healthy and varied diet to prepare dishes

Sabden Primary School

Design Technology Curriculum Overview – Year A

Key Stage 2 (Year 3 and 4)

		Curriculum Links	Aims	National Curriculum
Autumn	**Seasonal Stockings**	Geography – Christmas Around the World	Pupils will develop and use their knowledge of, and skills in, a variety of sewing techniques for joining and decorating fabric in order to design and make their very own Christmas stocking.	KS2 - use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups KS2 - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design KS2 - select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately KS2 - select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities KS2 - investigate and analyse a range of existing products KS2 - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
Spring	**Mechanised Toys**	History – How did children in Lancashire live 100 years ago?	Pupils will learn that force and motion can be transferred through mechanical devices such as gears, pulleys, levers and springs.	KS2 - use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups KS2 - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design KS2 - select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately KS2 - select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities KS2 - investigate and analyse a range of existing products KS2 - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work KS2 - understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages
Summer	**Seasonal Food** **Packaging**	History – Great British Food	Pupils will learn about seasonal food and seasonal cooking with these DT seasonality plans, recipes and activities. Pupils will learn about the design, function and purpose of a variety of types of packaging. Start by examining some familiar kinds of food packaging before looking at how 3D nets can be used to make packaging boxes, and how graphics and fonts enhance a product.	KS2 - understand and apply the principles of a healthy and varied diet KS2 - prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques KS2 - understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed KS2 - use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups KS2 - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design KS2 - select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately KS2 - select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities KS2 - investigate and analyse a range of existing products KS2 - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

Sabden Primary School

Design Technology Curriculum Overview – Year A

Key Stage 2 (Year 5 and 6)

		Curriculum Links	Aims	National Curriculum
Autumn	**Shelters**	History – Comparing Roman and Anglo Saxon Britain Forest Schools - Settlements	KS2 pupils will explore different kinds of shelters, their materials, uses and components, and have an opportunity to develop their skills in a variety of areas.	KS2 - use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups KS2 - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design KS2 - select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately KS2 - select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities KS2 - investigate and analyse a range of existing products KS2 - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work KS2 - apply their understanding of how to strengthen, stiffen and reinforce more complex structures
Spring	**Bird House Builders**	Geography – Solution not Pollution Forest Schools – Bug Homes and Habitats	KS2 pupils will learn about bird houses and why they are constructed for birds in our environment. They will get the chance to research common birds and design a bird house suitable for a bird to nest in. They will investigate some challenging skills such as drawing 3-D diagrams and exploded diagrams, reading and measuring dimensions, planning and designing products to suit requirements, using woodwork skills and tools to construct a product, and evaluating and promoting a finished product.	KS2 - use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups KS2 - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design KS2 - select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately KS2 - select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities KS2 - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
Summer	**Burgers**	History – Britain goes pop!	KS2 pupils will design, cook, taste and evaluate their own burgers.	KS2 - use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups KS2 - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design KS2 - select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately KS2 - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work KS2 - understand and apply the principles of a healthy and varied diet KS2 - prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques