

Cadishead Primary- D&T Curriculum Overview

	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	<p>Opportunities for D&T in class workshop.</p> <ul style="list-style-type: none"> • Designing • Fine motor skills – threading/cutting • Junk modelling • Preparing food 	<p>Opportunities for D&T in class workshop.</p> <ul style="list-style-type: none"> • Junk modelling • Puppet making 	<p>Cooking & nutrition</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><i>Fruit kebabs</i></p>	<p>Textiles: Marking out and joining fabric</p> <ul style="list-style-type: none"> • Making a textile product by marking out, cutting and joining fabric <p><i>Hand puppets (animals)</i></p>	<p>Free Standing Structures</p> <ul style="list-style-type: none"> • Understanding ways in which structures can be made stable • Understand how to stiffen materials <p><i>Photo frame</i></p>	<p>Mechanisms: Linkages</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><i>Pop Up Book with moving parts (Brazil)</i></p>	<p>Structures: Musical instruments</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><i>Rainmaker</i></p>	<p>Structures</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><i>Design and build an aqueduct</i></p>
Spring	<p>Opportunities for D&T in class workshop.</p> <ul style="list-style-type: none"> • Fine motor skills – threading/cutting/ joining • Junk modelling • Preparing food 	<p>Opportunities for D&T in class workshop.</p> <ul style="list-style-type: none"> • Joining materials with varied equipment • Construction – making vehicles • Weaving 	<p>Static Structures</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><i>Castles</i></p>	<p>Mechanisms: Wheels, axels, pulleys and levers</p> <ul style="list-style-type: none"> • Joining materials with moving joints • Understand how wheels and axels work • Understand winding mechanisms <p><i>Moving vehicle (fire engine)</i></p>	<p>Mechanisms and control: Pneumatics</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><i>Volcano eruption</i></p>	<p>Textiles: Reinforcing fabric</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><i>Islamic civilisation bookmarks</i></p>	<p>Mechanisms: Moving toys using cams, wheels and axels</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><i>Roman siege machines</i></p>	<p>Mechanisms: electrical and computer control</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 <p><i>Viking long boat</i></p>
Summer	<p>Opportunities for D&T in class workshop.</p> <ul style="list-style-type: none"> • Fine motor skills – threading/cutting • Junk modelling • Preparing food 	<p>Opportunities for D&T in class workshop.</p> <ul style="list-style-type: none"> • Moving pictures • Cooking and nutrition 	<p>Mechanisms: Pushes, pulls and levers</p> <ul style="list-style-type: none"> • Understand simple mechanisms that create movement e.g. simple levers and sliders <p><i>A book with moving parts</i></p>	<p>Textiles: Using a paper pattern, joining fabric</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><i>Space suit for an Astronaut</i></p>	<p>Cooking & nutrition</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></p>	<p>Electrical Control</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><i>An alarm system for a precious artefact</i></p>	<p>Cooking and Nutrition</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><i>Making bread</i></p>	<p>Textiles</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 <p><i>T Shirts</i></p>