

Cadishead Primary- D&T Curriculum Overview

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