

Stukeley Federation Design and Technology LKS2

Throughout the year the children will cover a variety of aspects of the design and technology curriculum to ensure all children:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.

Autumn Term	<u>Sewing</u> (Purses) <ul style="list-style-type: none"> • Generate ideas for an item considering its purpose and the user/s • Sew using a range of different stitches to weave and knit • Demonstrate how to measure, tape or pin, cut and join fabric with some accuracy • Begin to use finishing techniques to strengthen and improve the appearance of their product • Evaluate their product against original design • Start to evaluate work both during and at end of assignment
Summer 1	<u>Food and Nutrition</u> (Fruit Salad/Fruit Kebabs) <ul style="list-style-type: none"> • Start to know that food is grown (such as tomatoes, wheat and potatoes) • Begin to understand how to use a range of techniques such as peeling, chopping, slicing, grating • Understand how to prepare and cook dishes safely and hygienically
Summer 2	<u>Planning and Use of tools</u> (Viking Boats) <ul style="list-style-type: none"> • Start to order the main stages of making a product. • Identify a purpose and establish criteria for a successful product • Confidently make labelled drawings from different views showing different features • Develop a clear idea of what has to be done. Plan how to use materials, equipment and suggest alternative methods if first attempt fails • When planning, consider intended user and purpose