Stukeley Federation Design and Technology LKS2 Cycle A

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	Textiles (Sewing Purses) 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	 Food and Nutrition (Making Soup) 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	 Structures – Shell structures (Viking Boats) 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