

Stukeley Federation Design and Technology

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	<p><u>Design plan and make</u> (Iron Age Tools)</p> <ul style="list-style-type: none"> • Generate ideas considering the purposes for which they are designing and the user/s • Develop a clear idea of what has to be done, planning, how to use materials, equipment and processes • When planning explain choice of materials and components including function and aesthetics • Select a wider range of tools and techniques for making product safely • Know how to measure, mark out, cut and shape a range of materials using appropriate tools, techniques and equipment • Start to join and combine materials and components accurately in temporary and permanent ways
Spring	<p><u>Design plan and make</u> (Musical Instruments)</p> <ul style="list-style-type: none"> • Start to order main stages of making a product. • Identify a purpose and establish criteria for a successful product • Make labelled drawings from different views showing specific features • Develop a clear idea of what has to be done, planning, how to use materials, equipment and processes • When planning explain choice of materials and components including function and aesthetics • Select a wider range of tools and techniques for making product safely • Know how to measure, mark out, cut and shape a range of materials using appropriate tools, techniques and equipment • Start to join and combine materials and components accurately in temporary and permanent ways • Begin to disassemble and evaluate familiar products and consider views of others to improve them
Summer 1	<p><u>Food and Nutrition</u> (Bread-Making)</p> <ul style="list-style-type: none"> • Start to Understand how to prepare and cook a variety of savory dishes safely and hygienically including where appropriate the use of a heat source • Know how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking • Start to understand whether products can be recycled or reused

Summer 2	<u>Design plan and make</u> (Roman carts) t, process and output <ul style="list-style-type: none">• Start to understand that mechanical systems such as levers and linkages or pneumatic systems create movement Know how mechanical systems such as cams or pulleys or gears create movement