



Design Technology Curriculum Overview

Big Ideas	Technical language	Master practical skills	Design, make, evaluate and improve	Take inspiration from design throughout history
YEAR 1 Breadth	<u>Texture</u> Weaving – Design, make and evaluate using paper, fabric and wool. Incorporate weaving skills into a forest school setting. Artist – Ann Roth		<u>Form</u> Technical knowledge - Mechanisms and leavers. Explore how to make structures stronger, stiffer and more stable. Building for strength using different junk modelling and adhesives. Artist – Leo Sewell	<u>Food technology</u> Fruit salad – explore taste, texture, colour and arrangement, including size and shape. Focus on presentation. Chef – Jamie Oliver
National Curriculum	<ol style="list-style-type: none"> 1. Design purposeful, functional, appealing products for themselves and other users based on design criteria. 2. Generate, develop, model and communicate their ideas. 3. Select from and use a wide range of materials and components, including textiles according to their characteristics. 4. Evaluate their ideas and products against design criteria. 5. Explore and evaluate a range of existing products. 		<ol style="list-style-type: none"> 1. Generate, develop, model and communicate their ideas. 2. Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing. 3. Build structures, exploring how they can be made stronger, stiffer and more stable. 4. Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. 5. Explore and evaluate a range of existing products. 6. Evaluate their ideas and products against design criteria. 	<ol style="list-style-type: none"> 1. Use the basic principles of a healthy and varied diet to prepare dishes. 2. Understand where food comes from. 3. Explore and evaluate a range of existing products. 4. Evaluate their ideas and products against design criteria.
YEAR 2 Breadth	<u>Texture</u> Stitching – explore fabrics, pattern, applique and stitch to create a scarf. Incorporate stitching skills into a forest school setting. Artist – James Fox		<u>Form</u> Technical knowledge – mechanisms and leavers. Explore how to make a structure with a winding mechanism. Artist – Leo Sewell	<u>Food technology</u> Dips and crudites - explore taste, texture, colour and arrangement, including size and shape. Focus on presentation. Chef – Ainsley Harriott

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YEAR 3 Breadth	<p><u>Form</u> Modelling - design and make a product for a particular purpose out of clay. Use a wide range of skills such as carving, scouring, moulding, pinching and rolling. Consider shape, form and construction techniques.</p> <p>Artist – Shahida Ahmed</p>	<p><u>Texture</u> Batik and tie-dying – make and evaluate using fabrics and textiles. Focus on designing and making a bag or purse. Use fine threads for stitching.</p> <p>Artist – Sue Rhodes-Simpson</p>	<p><u>Food technology</u> Chinese savoury food – Focus on Chinese dishes Learn about the source of ingredients and discuss meat based as well as vegetarian options.</p> <p>Famous chef link: Andrew Wong (recognising link between food and culture)</p>
National Curriculum	<ol style="list-style-type: none"> 1. Generate, develop, model and communicate their ideas. 2. Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing accurately. 3. Investigate and analyse a range of existing products. 4. Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. 	<ol style="list-style-type: none"> 1. Design purposeful, functional, appealing products for themselves and other users based on design criteria. 2. Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. 3. Investigate and analyse a range of existing products. 4. Evaluate their ideas and products against design criteria. 	<ol style="list-style-type: none"> 1. Use the basic principles of a healthy and varied diet to prepare dishes. 2. Understand where food comes from. 3. Explore and evaluate a range of existing products. 4. Evaluate their ideas and products against design criteria. 5. Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.

	<ol style="list-style-type: none"> Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. Understand how key events and individuals in design and technology have helped shape the world. 	<ol style="list-style-type: none"> Understand how key events and individuals in design and technology have helped shape the world. 	
YEAR 4 Breadth	<p><u>Form</u> Sculpture – design and make a product out of wire using a range of skills. Consider shape, form and construction techniques.</p> <p>Artist – Sophie Ryder</p>	<p><u>Texture</u> Stitching – explore fabrics, pattern, applique and stitch to create a pillow case or cushion. Compare different fabrics; - experiment with creating mood, feeling and movement.</p> <p>Artist – Kate Slaughter</p>	<p><u>Food technology</u> Greek – focus on Greek savoury food linked with work on Ancient Greece (history). Learn about the source of ingredients and discuss meat based as well as vegetarian options.</p> <p>Famous chef link: Nikolaos Koulousias (Meghan and Harry's Royal Wedding chef!)</p>
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YEAR 5 Breadth	<p><u>Texture</u> Embellishing - investigate fabric making techniques and select and use appropriate materials. Focus on designing and making a textile wall hanging.</p> <p>Artist - Michael Brennand Wood</p>	<p><u>Form</u> Technical knowledge - understand and use mechanical systems in their products, such as gears, pulleys, cams, levers and linkages. Material: paper and card (cardboard automata to tell miniature stories with movement and narrative).</p> <p>Artist – Andrew Woodward</p>	<p><u>Food technology</u> Middle Eastern – focus on Middle Eastern savoury food linked with work on Baghdad (history). Learn about the source of ingredients and discuss meat based as well as vegetarian options.</p> <p>Famous chef link: Yotam Ottolenghi</p>

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YEAR 6 Breadth	<p><u>Form</u> Technical knowledge – apply their understanding of computing to program, monitor and control their products - plan and develop ideas. Use links with science to design and create a toy that includes a switch, buzzer and/or circuit.</p> <p>Artist- electrical art installations.</p>	<p><u>Texture</u> Embellishing - Apply knowledge of different techniques to express feeling; - work collaboratively on a larger scale. Focus on designing and making a personalised t-shirt.</p> <p>Artist – Katie Tume</p>	<p><u>Food technology</u> Mexican – focus on Mexican savoury food linked with geography work on Mexico (Autumn term). Learn about the source of ingredients and discuss meat based as well as vegetarian options.</p> <p>Famous chef link –Alfredo Villanuevo</p>
National Curriculum	<ol style="list-style-type: none"> 1. Apply their understanding of computing to program, monitor and control their products. 2. Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. 3. Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately. 4. Investigate and analyse a range of existing products. 5. Understand and use electrical systems in their products [e.g. circuits, switches, bulbs, buzzers, motors]. 	<ol style="list-style-type: none"> 1. Design purposeful, functional, appealing products for themselves and other users based on design criteria. 2. Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. 3. Evaluate their ideas and products against design criteria. 	<ol style="list-style-type: none"> 1. Use the basic principles of a healthy and varied diet to prepare dishes. 2. Understand where food comes from. 3. Explore and evaluate a range of existing products. 4. Evaluate their ideas and products against design criteria. 5. Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.

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