

Our Design and Technology Curriculum

Intention:

Our vision for D&T is:

For all our pupils to experience and learn a range of techniques for designing and making across the three aspects of D&T: Cooking and Nutrition, Mechanisms and Electrics and Structures.

For all our pupils to develop key skills through their D&T learning – such as critical thinking, problem-solving, collaboration, fine motor skills and research.

For all our pupils to enjoy their D&T learning and continue this enjoyment through to secondary school and beyond.

Implementation:

Every year, each class will study three aspects of D&T: Cooking and Nutrition, Mechanisms and Electrics and Structures. For cooking and nutrition, links have been made to TV chefs and cooks to inspire pupils with current cooking techniques and ideas as well as a focus on different aspects of cooking – flavour, baking, balance and perfection. The skills involved will progress over the Key Stages.

The Structures have been sequenced to progress in difficulty, as have the mechanisms and electrics.



Knowledge and Skills.

Structures have been linked to local, national and worldwide Structures. These links may change depending on Humanities topics and cohort needs.

Each theme has been mapped out over the course of a 2-year cycle, linking, where possible, to our 'Learning to Live, Living to Learn' whole school concepts. This provides pupils with not only skills and techniques in D&T, but how this subject can link to wider skills and concepts for life.

Year R follow their own Early Years curriculum ui8sng the education programmes, but, as Year 1 and Year R are mixed, aspects of this curriculum will be taught to Year R, providing an understanding of D&T from the very start of school.

For each D&T unit, including cooking, pupils will follow the process of: **Research, design, practise techniques, choose tools, make and evaluate**.



Our pupils experience a range of aspects of D&T, gaining a good understanding of the breadth of this subject. Pupil's engage in plenty of hands-on, practical learning as well as developing their skills in research, design and evaluation.

Our pupils understand how their learning gin D&T contributes to a vast range of other sills in other subjects as well as the skills required for many future careers.

	Design & Technology Curriculum Map							
Terms: Autumn: Our Locality			Our Locality	Spring: Our UK		Summer: Our World		
			Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
'Learning to Live, Living to Learn' Concepts and Skills:			 > Our Christian School Vision > Get Heartsmart > Creativity > Democracy 	 People and community Friendship Too much selfie isn't healthy Empathy Founder's Day 	 Resilience Trust Don't forget to let love in Rule of Law 	 Forgiveness Problem-solving Don't hold on to what is wrong Tolerance 	 Communication Environment Thankfulness Fake is a mistake Mutual Respect 	 Peace No way through isn't true Thinking Individual Liberty World sporting events
Year	Objectives throughout the year	Cycle		Skills, techniques and objectives				
Yr 1 (and YrR)	 I can create a simple design for my product. I can use pictures and words to describe what I want to do I can ask simple questions about existing products and those that I have made. 	I can create a simple design for my product. A Cooking and Nutrition: Nadia Hussain and seasonal food I can use pictures and words to describe what I want to do > I can talk about what I eat at home and begin to discuss what healthy foods are. I can ask simple questions about existing products and those that I have made. > I can we simple tools with help to prepare food safely		 Structures: Towers – Big I can build structures, e can be made stronger, stable. I can select from and u equipment to perform cutting, shaping, joinin I can use a range of sir and combine materials safely 	g Ben exploring how they I , stiffer and more use a range of tools and practical tasks e.g. ng and finishing. mple tools to cut, join s and components	 Mechanisms: Wheels I can use wheels and I can select from and and equipment to p e.g. cutting, shaping I can use a range of and combine materi safely 	and Axels I axles in a product. I use a range of tools erform practical tasks , joining and finishing. simple tools to cut, join als and components	
		В	 Structures: Dams – Th I can build structures can be made stronge stable. 	ames Barrier , exploring how they I er, stiffer and more	 Mechanisms: Levers, me I can select from and u equipment to perform cutting, shaping, joinin 	oving pictures use a range of tools and practical tasks e.g. ng and finishing.	Cooking and Nutrition Flavour > I can say where som give examples of foo	e food comes from and od that is grown.





				 I can select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing. I can use a range of simple tools to cut, join and combine materials and components safely 	 I can use a range of simple tools to cut, join and combine materials and components safely I can explore and use mechanisms such as levers, wheels and axles in products. 	I can use simple tools with help to prepare food safely
Yr 2	٨	l can design useful, pleasing products for	A&B	Structures: Bridges – Medway Bridge, Bridges across the M2	Cooking and Nutrition: Jamie Oliver and cooking with plants	Mechanisms: Sliders
	A	myself and other users based on a design brief I can evaluate and assess existing products and those that I have made using a design criteria.		 I can investigate different techniques for stiffening a variety of materials and explore different methods of enabling structures to remain stable. I can generate, develop, model and communicate my ideas through talking, drawing, templates, mock-ups and IT. I can choose tools I would like to use and select materials based on my knowledge of their properties. 	 I can understand the need for a variety of food in a diet. I can understand that all food has to be farmed, grown or caught. I can use a wider range of cookery techniques to prepare food safely. 	 I can use sliders in a product. I can explore and use mechanisms such as levers, wheels and axles in products. I can generate, develop, model and communicate my ideas through talking, drawing, templates, mock-ups and IT. I can safely measure, mark out, cut and shape materials and components using a range of tools
Yr 3/4	A	I can use my knowledge of existing products to design a functional and appealing	Α	Cooking and Nutrition: Paul Hollywood and Bread, Roman Bread, digestion, food for muscles and nutrition	Mechanisms: Pneumatics (invented during the Victorian times) pneumatics as a force	Structures: Buildings – 3D around the world (e.g. pyramids)
	AAA	product for a particular purpose and audience. I can create designs using exploded diagrams I can make suitable choices from a wider range of tools and unfamiliar materials and plan out the main stages of using them. I can use my knowledge of techniques and the functional and aesthetic		 I can understand that food has to be grown, farmed or caught in Europe and the wider world. I can understand what makes a healthy and balanced diet, and that different foods and drinks provide different substances the body needs to be healthy and active I can use a wider variety of ingredients and techniques to prepare and combine ingredients safely. I can read and follow recipes which involve several processes, skills and techniques 	 I can understand how mechanical systems such as pneumatic systems create movement I can create designs using annotated sketches, cross-sectional diagrams and simple computer programmes I can safely measure, mark out, cut, assemble and join with some accuracy 	 I can apply techniques I have learnt to strengthen structures and explore my own ideas. I can strengthen frames with diagonal struts. I can create designs using annotated sketches, cross-sectional diagrams and simple computer programmes I can use techniques which require more accuracy to cut, shape, join and finish my work e.g. Cutting internal shapes, slots.
		qualities of a wide range of materials to plan how to use them.	В	Structures: Tunnels – Train line, channel tunnel, types of tunnels, tunnels under water	Cooking and Nutrition: Mary Berry, changes of state	Mechanisms: Linkages and electrical systems, circuits within mechanisms



	AA	I can investigate and analyse existing products and those I have made, considering a wide range of factors. I can consider how existing products and my own finished products might be improved and how well they meet the needs of the intended user.		 I can apply techniques I have learnt to strengthen structures and explore my own ideas. I can strengthen frames with diagonal struts. I can create designs using annotated sketches, cross-sectional diagrams and simple computer programmes I can safely measure, mark out, cut, assemble and join with some accuracy 	 I can understand seasonality and the advantages of eating seasonal and locally produced food I can talk about the different food groups and name food from each group. I can use a wider variety of ingredients and techniques to prepare and combine ingredients safely. I can read and follow recipes which involve several processes, skills and techniques 	 I can understand and use electrical systems in my products. I can understand how mechanical systems such as sliders, levers and linkages create movement. I can create designs using annotated sketches, cross-sectional diagrams and simple computer programmes I can use techniques which require more accuracy to cut, shape, join and finish my work e.g. Cutting internal shapes, slots
Yr 5/6	A	I can use my research into existing products and my	Α	Structures: Shelters – WW2 Kent	Cooking and Nutrition: Nigella Lawson and nutrition, what we didn't have during the war	Mechanisms: Cams and Electrics, forces, space models
	A	market research to inform the design of my own innovative product. I can generate, develop, model and communicate my ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces		I can use a wide range of methods to strengthen, stiffen and reinforce complex structures and I can use them accurately and appropriately.	 I can understand the main food groups and the different nutrients that are important for health I can use information on food labels to inform choice. I can confidently plan a series of healthy meals based on the principles of a healthy and varied diet I can select appropriate ingredients and use a wide range of techniques to combine them. 	 I can understand how to use more complex mechanical and electrical systems. I can make careful and precise measurements so that joins, holes and openings are in exactly the right place. I can create prototypes to show my ideas.
		and computer-aided design	В	Cooking and Nutrition: Gordon Ramsey - creativity	Mechanisms: Computer programming mechanics	Structures: Architecture – Ancient World Maya
	AAA	I can apply my knowledge of materials and techniques to refine and rework my product to improve its functional properties and aesthetic qualities. I can use my technical knowledge and accurate skills to problem solve during the making process		 I can research, plan and prepare and cook a savoury dish, applying my knowledge of ingredients and my technical skills I can select appropriate ingredients and use a wide range of techniques to combine them. I can understand how a variety of ingredients are grown, reared, caught and processed to make them safe and palatable / tasty to eat. 	 I can apply my understanding of computing to program, monitor and control my products I can produce step by step plans to guide my making, demonstrating that I can apply my knowledge of different materials, tools and techniques. 	 I can build more complex 3D structures and apply my knowledge of strengthening techniques to make them stronger or more stable. I can use research I have done into famous designers and inventors to inform my designs I can use my knowledge of famous designs to further explain the effectiveness of existing products and products I have made.

I can make detailed				
evaluations about existing				
products and my own				
considering the views of				
others to improve my				
work.				

Skills and Knowledge Progression Sequence						
Pre-Requisite Year R Year 1 Year 2 Year 3 and 4 (over 2-years) Year 5 and 6						Year 5 and 6 (over 2-years)
Vocabulary Cooking and Nutrition	 Pre-Requisite Move Work together Share work 	Year R > Build > Make > Choose > Creation > > I can tell you about favourite foods > I know where some food comes from	 Year 1 Design Tools Equipment Cut Join Combine Wheels and axels I can talk about what l eat at home and begin to discuss what healthy foods are. I can say where some food comes from and give examples of food that is grown. 	 Year 2 Design brief/ criteria Template Materials Evaluate Mechanism Structure Levers I can understand the need for a variety of food in a diet. I can understand that all food has to be farmed, grown or caught. 	 Year 3 and 4 (over 2-years) Balanced Substances Seasonality Processes Strengthen Linkages Pneumatic system I can talk about the different food groups and name food from each group. I can understand that food has to be grown, farmed or caught in Europe and the wider world. I can understand what makes a healthy and balanced diet, and that different foods and drinks provide different substances the 	 Year 5 and 6 (over 2-years) Innovation Nutrients Palatable Reinforce Prototype Architecture Precise I can understand the main food groups and the different nutrients that are important for health I can understand how a variety of ingredients are grown, reared, caught and processed to make them safe and palatable / tasty to eat. I can use information on food
					body needs to be healthy and active	labels to inform choice.
					the advantages of eating seasonal and locally produced food	



		I can use simple tools with help to prepare food safely	I can use a wider range of cookery techniques to prepare food safely.	 I can use a wider variety of ingredients and techniques to prepare and combine ingredients safely. I can read and follow recipes which involve several processes, skills and techniques 	 I can confidently plan a series of healthy meals based on the principles of a healthy and varied diet I can select appropriate ingredients and use a wide range of techniques to combine them. I can research, plan and prepare and cook a savoury dish, applying my knowledge of ingredients and my technical skills
Structures	 Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks. Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. 	I can build structures, exploring how they I can be made stronger, stiffer and more stable.	I can investigate different techniques for stiffening a variety of materials and explore different methods of enabling structures to remain stable.	 I can apply techniques I have learnt to strengthen structures and explore my own ideas. I can strengthen frames with diagonal struts. 	 I can build more complex 3D structures and apply my knowledge of strengthening techniques to make them stronger or more stable. I can use a wide range of methods to strengthen, stiffen and reinforce complex structures and I can use them accurately and appropriately.
Mechanisms	Explore how things work.	I can use wheels and axles in a product.	I can explore and use mechanisms such as levers, wheels and axles in products.	 I can understand how mechanical systems such as sliders, levers and linkages or pneumatic systems create movement. I can understand and use electrical systems in my products. 	 I can understand how to use more complex mechanical and electrical systems. I can apply my understanding of computing to program, monitor and control my products
Design and Research	 Explore collections of materials with similar and/or different properties Explore different materials freely, to develop their ideas about how to use them and what to make. 	 I can create a simple design for my product. I can use pictures and words to describe what I want to do 	 I can design useful, pleasing products for myself and other users based on a design brief I can generate, develop, model and communicate my ideas through talking, drawing, 	 I can create designs using annotated sketches, cross- sectional diagrams and simple computer programmes I can use my knowledge of existing products to design a functional and appealing 	I can generate, develop, model and communicate my ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design



			templates, mock-ups and IT.	 product for a particular purpose and audience. I can create designs using exploded diagrams 	 I can use my research into existing products and my market research to inform the design of my own innovative product. I can create prototypes to show my ideas. I can use research I have done into famous designers and inventors to inform my designs
Tools and techniques	 Use one-handed tools and equipment, for example, making snips in paper with scissors Join different materials and explore different textures. 	 Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons I can selec use a rang and equip perform p tasks e.g. shaping, j I can use simple too join and c 	ct from and > I can choose tools I ge of tools would like to use and oment to select materials based on bractical my knowledge of their cutting, properties. oining and > I can safely measure, a range of materials and combine components using a and range of tools	 I can safely measure, mark out, cut, assemble and join with some accuracy I can make suitable choices from a wider range of tools and unfamiliar materials and plan out the main stages of using them. I can use techniques which require more accuracy to cut, shape, join and finish my work e.g. Cutting internal shapes, slots. I can use my knowledge of techniques and the functional and aesthetic qualities of a wide range of materials to plan how to use them. 	 I can make careful and precise measurements so that joins, holes and openings are in exactly the right place. I can produce step by step plans to guide my making, demonstrating that I I can apply my knowledge of different materials, tools and techniques. I can apply my knowledge of materials and techniques to refine and rework my product to improve its functional properties and aesthetic qualities. I can use my technical knowledge and accurate skills to problem solve during the making process.
Evaluation		 Return to and build on their P I can ask s questions existing p previous those that those that made. refining ideas and developing their ability 	simple about roducts and t I have I can evaluate and assess existing products and those that I have made using a design criteria.	 I can investigate and analyse existing products and those I have made, considering a wide range of factors. I can consider how existing products and my own finished products might be improved and how well they meet the needs of the intended user. 	 I can make detailed evaluations about existing products and my own considering the views of others to improve my work. I can use my knowledge of famous designs to further explain the effectiveness of existing products and products I have made.



	to represent	
	them.	
End of Key Stage NC end points	 ELGs: Use a range of small tools, including scissors, paint brushes and cutlery Begin to show accuracy and care when drawing Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used Make use of props and materials when role playing characters in narratives and stories 	 I can design purposeful, functional, appealing products based on design criteria I can generate, develop, model and communicate ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology I can select from and use a range of tools and equipment to perform practical tasks I can select from and use a varge of tools and equipment to perform practical tasks I can select from and use a wide range of existing products I can evaluate ideas and products against design criteria I can evaluate ideas and products against design criteria I can evaluate ideas and products against design criteria I can explore and use mechanisms I can explore and use mechanisms I can use the basic principles of a healthy and varied diet to prepare dishes I understand where food comes from. I understand where food comes from. I can apply my understanding of computing to program, monitor and control my products. I can apply my understanding of computing to program, monitor and control my products. I understand and apply the principles of a healthy and varied diet I can apply my understanding of computing to program, monitor and control my products. I can apply my understanding of computing to program, monitor and control my products. I can apply my understanding of computing to program, monitor and control my products. I can apply my understand and apply the principles of a healthy and varied diet I can apply my understanding of computing to program, monitor and control my products. I understand and apply the principles of a healthy and varied diet I can apply my understanding of computing to program, monitor and control my products. I understand and apply the principles of a healt

YrR: A

Yr1: B

Yr2: (A)

Yr3:

Yr4: A

Yr5: B

Yr6:

B

Cycle Pathways Progression



2015, 2017, 2019, 2021 intake (Cycle A starting point)

Cooking and Nutrition: Nadia Hussain and seasonal food Structures: Towers – Big Ben Mechanisms: Wheels and Axels

Structures: Dams – Thames Barrier Mechanisms: Levers, moving pictures Cooking and Nutrition: Gino D'Campo and Flavour

Structures: Bridges – Medway Bridge, Bridges across the M2 Cooking and Nutrition: Jamie Oliver and cooking with plants Mechanisms: Sliders

Structures: Tunnels – Train line, channel tunnel, types of tunnels, tunnels under water

Cooking and Nutrition: Mary Berry, changes of state Mechanisms: Linkages and electrical systems, circuits within mechanisms

Cooking and Nutrition: Paul Hollywood and Bread, Roman Bread, digestion, food for muscles and nutrition

Mechanisms: Pneumatics (invented during the Victorian times) pneumatics as a force

Structures: Buildings – 3D around the world (e.g. pyramids)

Cooking and Nutrition: Gordon Ramsey - creativity Mechanisms: Computer programming mechanics Structures: Architecture – Ancient World Maya

Structures: Shelters – WW2 Kent Cooking and Nutrition: Nigella Lawson and nutrition, what we didn't have during the war Mechanisms: Cams and Electrics, forces, space models

2016, 2018, 2020, 2022 intake (Cycle B starting point)

Structures: Dams – Thames Barrier Mechanisms: Levers, moving pictures Cooking and Nutrition: Gino D'Campo and Flavour

Cooking and Nutrition: Nadia Hussain and seasonal food Structures: Towers – Big Ben Mechanisms: Wheels and Axels

Structures: Bridges – Medway Bridge, Bridges across the M2 Cooking and Nutrition: Jamie Oliver and cooking with plants Mechanisms: Sliders

Cooking and Nutrition: Paul Hollywood and Bread, Roman Bread, digestion, food for muscles and nutrition Mechanisms: Pneumatics (invented during the Victorian times) pneumatics as a force

Structures: Buildings – 3D around the world (e.g. pyramids)

Structures: Tunnels – Train line, channel tunnel, types of tunnels, tunnels under water

Cooking and Nutrition: Mary Berry, changes of state

Mechanisms: Linkages and electrical systems, circuits within mechanisms)

Structures: Shelters – WW2 Kent Cooking and Nutrition: Nigella Lawson and nutrition, what we didn't have during the war

Mechanisms: Cams and Electrics, forces, space models

Cooking and Nutrition: Gordon Ramsey - creativity Mechanisms: Computer programming mechanics Structures: Architecture – Ancient World Maya YrR: B

Yr1: A

Yr2: (B)

Yr3: A

Yr4: B

Yr5: A

Yr6: B