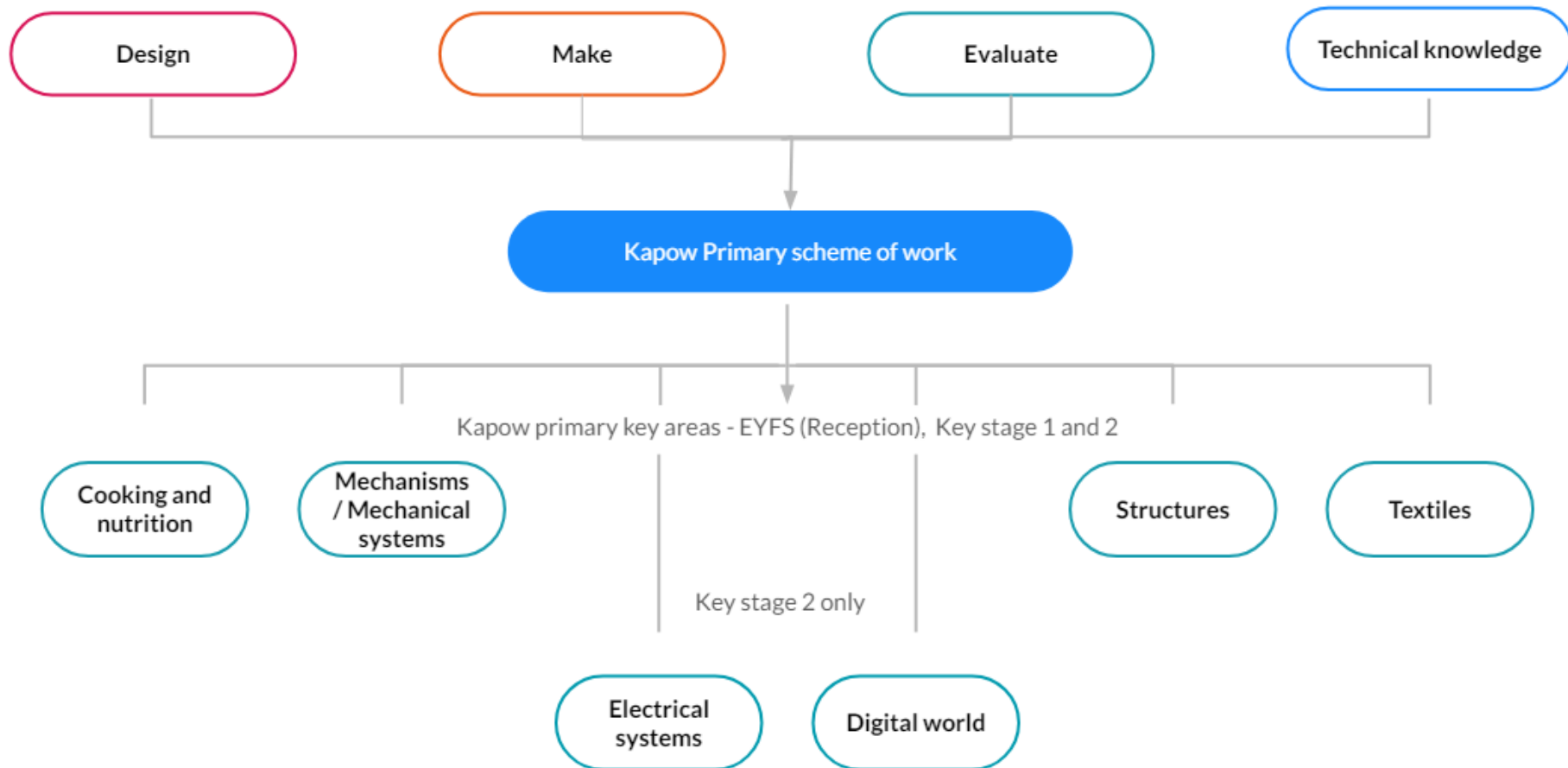


DT Curriculum Overview 2024-2025

All units of work are from Kapow

How is the Design and technology scheme of work organised?



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| | Unit 1 | Unit 2 | Unit 3 |
|------------------|--|---|---|
| Reception | <p style="text-align: center;">Cooking and nutrition: Soup</p> <p>In this unit, children explore the differences between fruits and vegetables using their senses (taste, texture, smell etc.). They listen to the story 'The best pumpkin soup' and discuss the key ingredients the characters used before developing a class-based vegetable soup recipe.</p> | <p style="text-align: center;">Structures: Boats</p> <p>In this unit, children explore what is meant by 'waterproof', 'floating' and 'sinking', then experiment and make predictions with various materials to carry out a series of tests. They learn about the different features of boats and ships before investigating their shape and structures to build their own.</p> | <p style="text-align: center;">Structures: Junk modelling</p> <p>In this unit, pupils explore and learn about various types of permanent and temporary join. They are encouraged to tinker using a combination of materials and joining techniques in the junk modelling area.</p> |
| Year 1 | <p style="text-align: center;">*New* Cooking and nutrition: Smoothies</p> <p>Preparing foods by cutting and juicing and selecting fruits and vegetables to create a smoothie to meet a design brief.</p> | <p style="text-align: center;">*New* Structures: Constructing a windmill</p> <p>Inspired by the song, 'Mouse in a windmill', design and construct a windmill for a client (mouse) to live in. Explore various types of windmill, how they work and their key features.</p> | <p style="text-align: center;">Textiles Puppets</p> <p>Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating.</p> |
| Year 2 | <p style="text-align: center;">Mechanisms Moving Monsters</p> <p>Explore levers, linkages and pivots through existing products and experimentation, use this research to construct and assemble a moving monster.</p> | <p style="text-align: center;">*New* Cooking and nutrition: Balanced diet</p> <p>Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to understand a balanced diet to develop a healthy wrap.</p> | <p style="text-align: center;">Structures Baby Bear's Chair</p> <p>Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use.</p> |

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| Year 3 | <p>*New* Cooking and nutrition: Eating seasonally</p> <p>Learn about various fruits and vegetables, and when, where and why they are grown in different seasons. Discover the relationship between colour and health benefits.</p> | <p>Structures Constructing a Castle</p> <p>Identify and learn about the key features of a castle, before designing and making a recycled-material castle (structure).</p> | <p>Textiles- Cross-stitch and appliqué Egyptian Collars</p> <p>Learn and apply two new sewing techniques - cross-stitch and appliqué. Utilise these new skills to design and make an Egyptian collar.</p> |
| Year 4 | <p>Electrical systems Torches</p> <p>Identify the difference between electrical and electronic products. Evaluate a range of existing torches and their features, then develop a new functional torch design.</p> | <p>*New* Cooking and nutrition: Adapting a recipe</p> <p>Work in groups to adapt an existing biscuit recipe, whilst taking into account the cost of the ingredients and other expenses against a set budget.</p> | <p>Mechanical systems: Making a slingshot car</p> <p>Using a range of materials, design and make a car with a working slingshot mechanism and house the mechanism using a range of nets.</p> |
| Year 5 | <p>Digital world: Mindful Moments Timer</p> <p>Explore what is meant by mindfulness and write design criteria to fulfil a brief to develop a programmed product for timing a mindful moment</p> | <p>Textiles: Stuffed toys</p> <p>Design a stuffed toy and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch.</p> | <p>*New* Cooking and nutrition: Developing a recipe.</p> <p>Discover the farm to fork process, understand the key welfare issues for rearing cattle. Compare the nutritional value of existing sauces and develop a healthier recipe.</p> |
| Year 6 | | <p>*New* Cooking and nutrition: Come dine with me</p> <p>Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes. Explore each key ingredient's farm to fork process.</p> | <p>Structures: Playgrounds</p> <p>Research existing playground equipment and their different forms, before designing and developing a range of apparatus to meet a list of specified design criteria.</p> |