Rishton Methodist Primary School Design Technology Curriculum

During their time in early years, children will have used and explored a variety of materials, tools and techniques which allow them to experiment with design, texture, form function. They will have engaged with designing, making and evaluating in a way that develops their cutting and joining techniques, as well as their ability to modify and adapt their work. These skills, knowledge and experiences underpin the learning that takes place in Year 1 and across the KS1 and KS2 curriculum.

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Autumn 2	Summer 1		Autumn 2	Summer 1
Focus: Textiles	Focus: Structures		Focus: Mechanisms	Focus: Food
Vocabulary – Evaluate, design, purpose, function, fabric, needle and stitch.	Vocabulary – Design criteria, 2D, 3D, cut, fold, join and stiffen.		Vocabulary — Lever, pivot, cut, fold, wheel, axle, chassis, assemble.	Vocabulary — Basin, chopping board, saucepan, grater, scales, sieve, ingredients.
Knowledge Development:	Knowledge Development:		Knowledge Development:	Knowledge Development:
Practise cutting squares, rectangles, circles and triangles out of fabric felt. Zoom in to sewing, developing their knowledge on running and over stitches. Explore attaching sequins, buttons and beads to fabric using glue. Design: Children use pictures and words to convey what they want to design, verbally explaining how it achieves the purpose of holding seeds. Children are to label key materials used. Make: Eco Club keep on loosing their seeds. Can you make something to help them? (Children could create the below example – encourage differences in the outcome while still focusing on skill knowledge framework). Evaluate: Evaluate their finished product against their design. Example Seed Purse	 Children are to draw simple templates such as circles and buttons and cut them from a template. Explore how structures need to be bottom heavy using stiffing techniques for the feet and legs. Investigate how best to join small and large items using glue sticks and glue guns. Children are to be closely supervised when using glue guns. Children are to select picture of different pencil pot examples to design and develop their ideas. Children are to create two design ideas and pick one to make. Make: In Year One, our pencil pots are looking old and worn. We need new ways to store them. What could we make? (Children could create the below example – encourage differences in the outcome while still focusing on skill knowledge framework). Evaluate: Evaluate their finished product against their design. 	Year Two	 Mark out materials to be cut using a template. Cut along lines, straight and curved. Fold, cut and tear paper and card. Design: Children are to use pictures with a festive theme to plan and make a Nativity scene with moving parts. Make: The Christmas Fayre is approaching and Year 2 have been asked to make a Christmas themed scene to sell at the Fayre. Evaluate: Evaluate their finished product against their design. Example Nativity Scene 	 Discuss how to work safely and hygienically, and why this is important. Zoom in to cutting – creating cubes and halves of fruit. Explore measuring and weighing food items. Group familiar food products. Design: Children to design a healthy snack selecting pictures to help design ideas. Make: Some children complain that it is too hot on sports day and they need something healthy and nutritious to give them energy and cool them down. What could we provide for them? Evaluate: Evaluate their finished product against their design. Example Fresh Fruit pot

	Autumn 2	Summer 1		Autumn 2	Summer 1
	Focus: Structures	Focus: Food		Focus: Textiles	Focus: Mechanical and Electrical Systems and ICT
	Vocabulary – structure, shell, adhesive, score, cut, support, accuracy.	Vocabulary – Grams/Kilograms, Celsius, temperature, hygiene, Utensils.		Vocabulary – Technique, stiffening, seam allowance, back stitch, running stitch, tacking.	Vocabulary – Mechanical system, input, output, linear, rotary, gears, pulleys.
Year Three	Knowledge Development: Develop vocabulary related to the project. Explore shell structures and replicate them. Explore framework structures and replicate them. Investigate stability by making structures more stable by giving them a wide base. Design: Children are to plan, design and make a secure and stable package for a light bulb. Children Make: The caretaker of the school has a problem with light bulbs being broken before they can be used. Its frustrating and he needs help to find a solution. Evaluate: Evaluate their finished product against their design. Example	 Knowledge Development: Develop sensory vocabulary for smell, taste, texture and feel. Spicy, pungent, aftertaste Etc. Follow instructions/recipes to make a curry using vegetables and spices. Chop and combine a range of ingredients. Design: Children are to select ingredients, chopping and combining different vegetables into a Vegetarian curry. Make: The Kitchen has requested that we come up with a new, healthy option for serving to children at dinner time. It has to be cheap, healthy and nutritious and appeal to vegetarians as well as everybody else. Evaluate: Evaluate their finished product against their design. 	Year Four	Knowledge Development: Develop vocabulary for tools, materials and their properties. Understand seam allowance and join fabric using running stitch. Explore over sewing. Explore blanket stitching. Design: Children look at various Teddy Bear T-Shirt designs and select one that they would like to create for their own Teddy Bear. Make: Our Headteacher has asked for some design ideas for a Teddy Bear she has bought to use during Children-In-Need. It needs to be colourful and well made so it can be included in school pictures for the website. Evaluate: Evaluate: Evaluate their finished product against their design.	Knowledge Development: Develop vocabulary related to the project. Explore how gears are used. Investigate pulleys and levers. Explore how gears and pulleys can work in the same structure. Design: Children will study different mechanical and electrical systems and then show how these can be applied to building a crane to aid loading and unloading. Make: Children will use the knowledge they have gained studying levers and pulleys to make a crane strong and stable enough to carry a weight. Evaluate: Evaluate their finished product against their design. Example Crane
	Light Bulb Packaging	Veggie Curry		Teddy t-shirt	

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	Focus: Structures	Focus: Textiles		Focus: Mechanical and Electrical Systems and ICT	Focus: Food
Year Five	Focus: Structures Vocabulary – Reinforce, triangulation, stability specification, structure. Knowledge Development: Use the correct terminology for tools, materials, and processes. Build frameworks to support mechanisms – Use a series of rectangles cut from wood? Join materials using appropriate methods – join the parts of the box and lid together using glue and panel pins with hinges for the lid. Design: Children will study a variety of stable structures including boxes to keep things safe and secure. Are they suitable for what they are designed for? Children to design and build their own secure box with a lid.		Year Six		
	Valuables box				