Early Years

EYFS Framework 2021

Expressive Arts and Design area of learning: The development of children's artistic and cultural awareness supports their imagination and creativity. It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials. The quality and variety of what children see, hear and participate in is crucial for developing their understanding, self-expression, vocabulary and ability to communicate through the arts. The frequency, repetition and depth of their experiences are fundamental to their progress in interpreting and appreciating what they hear, respond to and observe. Taken from EYFS Framework 2021

Taken from Development Matters 2021

Subject content from the programme of study	What are our DT themes or unit titles? Content may be split between themes or units.	When will pupils be taught this?	Links with other subjects?	Opportunities for pupils to apply basic skills
Creating with Materials ELG	Let's Celebrate!	Autumn 2		
Children at the expected level of	<u>DT - Textiles unit</u> : Design and make a stocking for Father Christmas to hide gifts in.			Mark Making
development will:	rather christinas to nide girts in.			
	What a Wonderful World	Spring 1	History	
• Safely use and explore a variety of	DT – Structures/ Textiles unit – Wooden Toys from			
materials, tools and techniques,	the past: Design and make a Peg Doll to be used in			
experimenting with colour, design,	the Small World Area for a child to play with.			
texture, form, and function	- ···			
	Differences and Similarities			
• Share their creations, explaining the	DT – Food unit- Fruit Kebabs: Design and make a	Spring 2		
process they have used	fruit kebab for Handa (character) to share with her			
Make use of props and materials	friend, Akeyo.			
when role playing characters in	All Change	Summer 2		
narratives and stories.	DT – Food unit- Design and make dips and	Summer 2		
	dippers for a Reception multicultural snack.			
			Technical	
<u>Designing</u>	<u>Making</u>	Evaluating	Knowledge	Food Technology
Begin to show accuracy and	• Use a range of small tools, including scissors,	Share their creations,	Show an interest in	Begin to understand
care when drawing [ELG: Fine	paint brushes and cutlery [ELG: Fine Motor	explaining the process	technological toys.	some food
Motor skills]	skills]	they have used [ELG:		preparation tools,
• Explore, use and refine a	• Safely use and explore a variety of materials,	Creating with materials]		techniques and
variety of artistic effects to	tools and techniques, experimenting with	 Adapt work if necessary. 		processes.

 express their ideas and feelings. Select appropriate resources. Use gestures, talking and arrangements of materials 	 colour, design, texture, form and function [ELG: Creating with materials] Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, 	 Dismantle, examine, talk about existing objects/structures. Consider and manage some risks. 	 Practice stirring, mixing, pouring, blending. Discuss how to make an activity safe and businging
and components to show design.	resources and skills.	 Practice some appropriate safety measures 	hygienic.Discuss use of senses
 Use contexts set by the teacher and myself. 	 Construct with a purpose, using a variety of resources. 	independently.Talk about how things	 Understand need for variety in food.
 Use language of designing and making (join, build, shape, longer, shorter, heavier etc.) 	 Use simple tools and techniques. Build / construct with a wide range of objects Select tools & techniques to shape assemble and join. Replicate structures with materials / components. Discuss how to make an activity safe and hygienic. Record experiences by drawing, writing, voice recording. 	 work. Look at similarities and differences between existing objects / materials / tools. Describe textures. 	Begin to understand that eating well contributes to good health.

Key Stage One ¹				
Subject content from the programme of study	What are our DT themes or unit titles? Content may be split between themes or units.	When will pupils be taught this?	Links with other subjects?	Opportunities for pupils to apply basic skills
<u>Design</u> Pupils should be taught to design purposeful,	Year 1 – It's Cold Outside (Design & make a clothing item to keep your hands warm at playtimes.)	Autumn 2	Maths – measuring Science- seasonal change Geography – Hot and Cold	Labelling diagrams/ evaluating
functional, appealing products for themselves and other users based on design criteria.	Year 1 - Transport (Design and make an aeroplane that can be moved in all directions for Emma Jane (character) to help her fly over the places she visits.)	Summer 1	Maths – measuring Geography	Writing recipe
	Year 1 - Where shall I go next? (Design & make a fruit salad presented in a way to appeal to Y1 children.)	Spring 1	Geography	Instructions
	Year 2 – Intrepid Explorers (Design & make a moon buggy that can be pushed or pulled by a Reception child.)	Summer 2	Geography/ Science	Labelling diagrams/ evaluating
	Year 2 – Royal (Design and make a bag for Paddington to take his marmalade sandwiches to London.)	Autumn 1	Geography, Maths- measuring	
	Year 2 – Tragedy in London! (Design and make a cake for a banquet for King Charles II.)	Spring 1		Writing recipe

	DT Curriculum Audit			
Pupils should be taught to generate, develop, model and communicate their ideas through talking, drawing, templates, mock-	 Year 1 – It's Cold Outside - Textiles describe how their own idea works Develop their design ideas applying findings from their earlier research make a simple plan before making. 	Autumn 2	Maths – measuring Science- seasonal change Geography – Hot and Cold	Measuring
ups and, where appropriate, information and communication technology.	 Year 1 – Transport – Structures & Mechanisms design a product which moves explain to someone else how they want to make their product 	Summer 1	Maths – measuring Geography	
	 Year 1 - Where shall I go next? - Food explain to someone else how they want to make their product Taste tests 	Spring 1	Maths/ Science	Writing recipe
	 Year 2 – Intrepid Explorers – Structures & Mechanisms think of an idea and plan what to do next Generate ideas by drawing on their own and other people's experiences. Develop their design ideas through discussion, observation, drawing and modelling Make simple drawings and label parts Identify simple design criteria 	Summer 2	Geography	Instructions
	 Year 2 – Royal - Textiles explain why they have chosen specific materials. Make simple drawings and label parts Identify simple design criteria 	Autumn 1	History	
	 Year 2 – Tragedy in London! - Food Identify simple design criteria Identify a purpose for what they intend to design and make 	Spring 1		Writing recipe

	DT Curriculum Audit			
<u>Make</u> Pupils should be taught to select from and use a range of tools and equipment to perform practical tasks.	Year 1 – It's Cold Outside (Design & make a clothing item to keep your hands warm at playtimes.) - With help measure, mark out, cut and shape a range of materials - Use tools eg scissors and a hole punch safely - Assemble, join and combine materials and components together using a variety of temporary methods e.g. glues or masking tape. - Join a seam using Velcro or glue.	Autumn 2	Maths – measuring Science- seasonal change Geography – Hot and Cold	Measuring
	Year 1 - Where shall I go next? (Design & make an appetising fruit salad.) - Select and use appropriate fruit and vegetables, processes and tools - Use basic food handling, hygienic practices and personal hygiene	Spring 1	Geography	
	Year 1 - Transport Moving pictures – Structures and Mechanisms - aeroplane flight. - Use tools eg scissors and a hole punch safely - Assemble, join and combine materials and components together using a variety of temporary methods e.g. glues or masking tape - Use simple finishing techniques to improve the appearance of their product - With help measure, mark out, cut and shape a range of materials	Summer 1	Geography Science	
	Year 2 – Intrepid Explorers (Vehicles - mechanisms – wheels and axles) Design and make a toy that can be pushed or pulled.) - Begin to select tools and materials; use vocab' to name and describe them - Measure, cut and score with some accuracy - Use hand tools safely and appropriately - Assemble, join and combine materials in order to make a product	Summer 2	Geography/ Maths	Instructions
	Year 2 - Royal Textiles - Design and make a bag for Paddington to take his marmalade sandwiches to London. (running stitch / template making, cutting fabric) - Begin to select tools and materials; use vocab' to name and describe them - Measure, cut and score with some accuracy - Use hand tools safely and appropriately - Assemble, join and combine materials in order to make a product	Autumn 1	History	

	<u>DI Cumculum Audit</u>		-	
	 Cut, shape and join fabric to make a simple garment. Use basic sewing techniques Choose and use appropriate finishing techniques Year 2 - Tragedy in London! Design and make a cake for a banquet for King Charles II. Begin to select tools and materials; use vocab' to name and describe them Use hand tools safely and appropriately Assemble, join and combine materials in order to make a product Follow safe procedures for food safety and hygiene 	Spring 1		Writing recipe
Pupils should be taught to select from and use a wide range of materials and components, including	 Year 1 – It's Cold Outside – Textiles Select appropriate resources and tools e.g. felt, wadding, Velcro, decorative items [buttons, feathers] 	Autumn 2	Maths – measuring Science- seasonal change Geography – Hot and Cold	Measuring
construction materials, textiles and ingredients, according to their characteristics.	 Year 1 - Where shall I go next? - Food Select appropriate resources and tools e.g. knives, shaped cutters, fruit [e.g. apple, pear, kiwi, banana, grapes, blueberries] 	Spring 1	Maths - geometry	Writing recipe
	 Year 1 - Transport Use tools eg scissors and a hole punch, paper fasteners safely With help measure, mark out, cut and shape a range of materials (e.g. card, plastic) Assemble, join and combine materials and components together using a variety of temporary methods e.g. glues or masking tape. 	Summer 1	Maths – measuring Geography	
	 Year 2 – Intrepid Explorers – Structures & Mechanisms measure materials to use in a model or structure (dowelling, card) 	Summer 2	Geography/ Science	Instructions

	DT Curriculum Audit		-	
	 Begin to select tools and materials; use vocabulary to name and describe them (handsaw, doweling, pva glue, wheels) 			
	 Year 2 – Royal – Textiles choose tools and materials and explain why they have chosen them (felt, ribbon, press studs, hook and eye, buttons) Begin to select tools and materials; use vocabulary to name and describe them (needle, thread, binca) join materials and components in different ways (running stitch) 	Autumn 1	Geography	
	 Year 2 – Tragedy in London! describe the ingredients used when making a dish or cake (flour, butter, sugar, eggs, lemon, banana) Use hand tools safely and appropriately (wooden spoons, knives, sieves, lemon squeezer) 	Spring 1		Writing recipe
Evaluate Pupils should be taught to explore and evaluate a	 <u>Y1 – Textiles</u> Explore a range of products that keep hands warm e.g. different types of gloves [woollen, rubber, lacey], hand warmers. Y1 Food 	Autumn 2		
range of existing products.	 Y1 – Food Sensory tests – taste a range of fruits and record in a table e.g. apple, pear, strawberries, blueberries, kiwi Provide opportunities for children to handle, smell and taste fruit and vegetables in order to describe them through talking and drawing. e.g. What words can we use to describe the shape, colour, feel, taste? Evaluate existing products to determine what the children like best; provide opportunities for the children to investigate preferences of their intended users/suitability for intended purposes e.g. What do you prefer and why? What might we want to include in our product to meet our 	Spring 1	Maths – measuring	Writing recipe

	DT Curriculum Audit			
	 user's preferences? Which fruit/vegetables might be the best for our product to match the occasion/purpose? <u>Y1 – Structures and Mechanisms</u> Explore books with moving pictures. How do the pictures move? Do the parts turn, pull, push? 	Summer 1	Science	Instructions
	 <u>Y2 – Textiles</u> Explore a range of different bags – lunch boxes, bum bags, back packs. How are the parts joined together? 	Autumn 1	Geography	
	 <u>Y2 – Food</u> Sensory tests - taste a range of healthy cake ingredients fruit e.g. banana, sour ingredients e.g. lemon. Taste a range of existing cake products. 	Spring 1	History	Writing recipe
	 Y2 – structures and mechanisms Explore a range of wheeled toys. Which parts move? How do they move? Which direction can they be moved? How many wheels do they have? 	Summer 2		Instructions
Pupils should be taught to evaluate their ideas and products against design criteria.	 <u>Y1 – Textiles</u> Evaluate their product by discussing how well it works in relation to the purpose. Evaluate their products as they are developed, identifying strengths and possible changes they might make. Evaluate their product by asking questions about what they have made and how they have gone about it. Y1 – Food 	Autumn 2	Maths – measuring Geography	
	 Evaluate their product by discussing how well it works in relation to the purpose. Evaluate their product by asking questions about what they have made and how they have gone about it. 	Spring 1		Writing recipe
	<u>Y1 – Structures and Mechanisms</u>	Summer 1	Science	Instructions

	DT Curriculum Audit			
•	Evaluate their product by discussing how well it works in relation to the purpose. Evaluate their products as they are developed, identifying strengths and possible changes they might make. Evaluate their product by asking questions about what they have made and how they have gone about it.			
<u>Y2 - Te</u> • •	extiles Evaluate against their design criteria. Explain what went well with their work. Evaluate their products as they are developed, identifying strengths and possible changes they might make. Talk about their ideas, saying what they like and dislike about them.	Autumn 1		
<u>Y2 - Fc</u> • •	bod Evaluate against their design criteria. Explain what went well with their work. Evaluate their products as they are developed, identifying strengths and possible changes they might make. Talk about their ideas, saying what they like and dislike about them.	Spring 1		Writing recipe
<u>Y2 - st</u> • •	<u>ructures and mechanisms</u> Evaluate against their design criteria. Explain what went well with their work. Evaluate their products as they are developed, identifying strengths and possible changes they might make. Talk about their ideas, saying what they like and dislike about them.	Summer 2	Science	Instructions

Key Stage One ²				
Subject content from the programme of study	What are our DT themes or unit titles? Content may be split between themes or units.	When will pupils be taught this?	Links with other subjects?	Opportunities for pupils to apply basic skills
Technical Knowledge	 <u>Y1 - Textiles</u> Join a seam using Velcro or glue. 	Autumn 2	Geography	Instructions
Pupils should be taught to build structures, exploring how they can be made stronger, stiffer and more stable.	 <u>Y1 – Structures & Mechanisms</u> Join materials using tape, glue and paper fasteners. practise stiffening e.g. use straws/ pipe cleaners/ card strips to reinforce pictures to make them less floppy. 	Summer 1	Science	
	 Year 2 – Structures & Mechanisms Investigate different ways of creating fixed and unfixed axles. 	Summer 2		
	 Year 2 – Textiles Use running stitch to join fabric. Use a fastening. 	Autumn 1		
Pupils should be taught to explore and use mechanisms in their products.	 Year 1 – Structures and mechanisms Investigate making simple sliding mechanisms to make a picture move side to side and up and down using card strips and paper fasteners. Investigate simple lever mechanisms using card strips and paper fasteners to create a pivot. Use a hole punch to punch holes for a paper fastener lever. 	Summer 1	Geography	Instructions
	 Year 2 – Structures and mechanisms use wheels and axles. 	Summer 2		Instructions

	DT Curriculum Audit			
	 Investigate different ways of creating fixed and unfixed axles. 			
<u>Cooking and Nutrition</u> Pupils should be taught to use the basic principles of a healthy and varied diet to prepare dishes.	 <u>Year 1 - Food</u> Discuss healthy eating advice, including eating more fruit and vegetables; talk about the importance of fruit and vegetables in our balanced diet e.g. Why is it good to eat fruit and vegetables? How many pieces of fruit/vegetables do you eat per day? Why is it important to wash fruit/vegetables before we eat them? 	Spring 1	Maths – shape/ geometry	Writing a recipe
	 Year 2 – Food How can we make a cake healthier? Look at ingredients and nutritional values on existing products – what can we substitute the ingredients for to make it healthier? 	Spring 1	Maths measuring/ weighing ingredients	Writing a recipe
Pupils should be taught to understand where food comes from.	 Year 1 – Food Children examine a range of fruit/vegetables. Use questions to develop children's understanding e.g. What is this called? Who has eaten this fruit/vegetable before? Where is it grown? When can it be harvested? What are its taste, smell, texture and appearance? What will it look like if we peel it or cut it in half? What are the different parts called? 	Spring 1	Maths	Writing a recipe
	 Year 2 – Food Look at ingredients on existing products – where have the ingredients come from? Where were they grown? 	Spring 1		Writing a recipe

Key Stage Two ¹				
Subject content from the programme of study	What are our DT themes or unit titles? Content may be split between themes or units.	When will pupils be taught this?	Links with other subjects?	Opportunities for pupils to apply basic skills
<u>Design</u> Pupils should be taught to use research and develop criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular	 Year 3 - Walk like an Egyptian Design and make a container for storing your own items of treasure. After exploring existing products create a set of design criteria as a class to use to design and make their own product. 	Spring 2	History Forest Schools	Writing instructions
individuals or groups.	 Year 3 – The Natural World Design and make a drawstring bag to take on exploration travels. After exploring existing products create a set of design criteria as a class to use to design and make their own product. 	Autumn 2	Geography, Maths	
	 Year 4 – You're such a Greek! Design and make a spotlight for a theatre company to use in a performance. After exploring existing products create a set of design criteria as a class to use to design and make their own product. 	Spring 1	History Science Maths	
	 Year 4 – Food Glorious Food Design and make a cushion to be displayed in a chocolate shop window to advertise a product to children. After exploring existing products create a set of design criteria as a class to use to design and make their own product. 	Autumn 1	English Maths Geography	
	<u>Year 4 – Rotten Romans</u>	Summer 1		

 Design and make a dough-based product for a class Italian feast. After exploring existing products create a set of design criteria as a class to use to design and make their own product. 		Maths, Science	
 Year 5 – Anglo Saxons and Scots Design and make a hat to keep our heads warm in cold weather. After exploring existing products create a set of design criteria as a class to use to design and make their own product. 	Autumn 2	History Science Maths	
 Year 5 – Who wants to be a Vicious Viking? Design and make a Viking Longship moving toy suitable for a Y1 child to play with. After exploring existing products create a set of design criteria as a class to use to design and make their own product. 	Spring 1	Maths Science History	
 Year 6 – Jurassic Coast Design and make a vehicle for a company which can carry a fragile object safely over different terrain. After exploring existing products create a set of design criteria as a class to use to design and make their own product. 	Autumn 1	Maths Science - electricity	
 Year 6 – Was the Industrial Revolution good for the pocket, bad for the health? Design and make an item of clothing for someone to wear when working in a factory (apron) After exploring existing products create a set of design criteria as a class to use to design and make their own product. 	Summer 2	Maths –	

	DT Curriculum Audit			
	 <u>Year 6 – Guilty!</u> <u>Design and make a healthy dish for a</u> <u>demonstration to Y6 on healthy living (pasta</u> <u>bake).</u> After exploring existing products create a set of design criteria as a class to use to design and make their own product. 	Spring 2	Maths – weighing/ scaling up/down	Writing a recipe
Pupils should be taught to generate, develop, model and communicate their ideas through discussion, annotated sketches, cross- sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.	Year 3 - Walk like an Egyptian (Structures & Mechanisms: 2d to 3d Structures. Design and make a container for storing your own items of 'treasure'. - Annotated sketches/ prototypes	Spring 2	History Maths- geometry/ measuring	Writing instructions
	Year 3 – The Natural World <u>Textiles</u> - Design and make a drawstring bag to take on exploration travels - use running stitch to join and over stitch to edge) - Annotated sketches/ prototypes	Autumn 2	Geography Maths Science	
	Year 4 – You're such a Greek! <u>Structures & Mechanisms</u> (electrical control) – Design and make a spotlight for a theatre company to use in a performance. - Annotated sketches/ prototypes/ cross sectional diagrams	Spring 1	History Science Maths	
	Year 4 – Food Glorious Food <u>Textiles</u> – Design a cushion to be displayed in a chocolate shop window to advertise a product to children. (seam – sewing machine, sewing patterns on – running stitch, overstitch, blanket stitch) - Annotated diagrams	Autumn 1	English Maths –	

- Prototypes/ mock ups		Maths, Science	
Year 4 – Rotten Romans <u>Food</u> – Design and make a dough-based product for a class Italian feast.	Summer 1	History Maths - weighing	
Year 5 – Anglo Saxons & Scots <u>Textiles</u> – Design and make a hat to keep our heads warm in cold weather. - Annotated sketches/ prototypes/ pattern pieces - Measure head circumference	Autumn 2	History Maths - measuring	
Year 5 – Who Wants to be a Vicious Viking Structures & Mechanisms (moving toys) Design and make a Viking Longship moving toy suitable for a Y1 child to play with – cam mechanism. - Annotated sketches/ prototypes/ cross sectional diagrams/ technical drawing	Spring 1	Maths Science	
Year 6 – Jurassic Coast Controllable vehicles – Design and make a vehicle for a company which can carry a fragile object safely over different terrains - Build with a motor converting rotary motion to linear motion. Computer aided design for vehicle body. - Annotated sketches/ cross sectional diagrams/ technical drawing	Autumn 1	Maths Science	
Year 6 – Was the Industrial Revolution good for the packet, bad for the health? <u>Textiles</u> – Design and make an item of clothing for someone to wear when working in a factory (e.g. apron)	Summer 2	History/ Maths	Writing a recipe

	DT Curriculum Audit			
	 Mock-ups/ pattern pieces Labelled diagrams with measurements <u>Year 6 – Guilty!</u> <u>Food</u> – Design and make a healthy dish for a demonstration to Y6 on healthy living (pasta bake) Labelled diagrams Cross sectional diagrams 	Spring 2	Maths	
<u>Make</u> Pupils should be taught to select from a wider range of tools and equipment to perform practical tasks accurately.	 Year 3 - Walk like an Egyptian (Structures & Mechanisms: 2d to 3d Structures. Design and make a container for storing your own items of 'treasure'.) Measure, mark out, cut, score and assemble components with more accuracy Work safely and accurately with a range of simple tools Use finishing techniques strengthen and improve the appearance of their product Year 3 - The Natural World Textiles - Design and make a drawstring bag to take on exploration travels - use running stitch to join and over stitch to edge) follow a step-by-step plan, choosing the right equipment and materials select the most appropriate tools and techniques for a given task Measure, mark out, cut, score and assemble components with more accuracy Work safely and accurately with a range of simple tools 	Spring 1 Autumn 2	History Maths- geometry/ measuring Geography Maths Science	Writing instructions
	<u>Year 4 – You're such a Greek!</u>	Spring 1	History	

<u>DT Curriculum Audit</u>			
 <u>Structures & Mechanisms</u> (electrical control) – Design and make a spotlight for a theatre company to use in a performance. <i>Measure, mark out, cut and shape a range</i> of materials, using appropriate tools, equipment and techniques Join and combine materials and components accurately in temporary and permanent ways Measure, tape or pin, cut and join fabric with some accuracy Year 4 – Food Glorious Food Textiles – Design a cushion to be displayed in a chocolate shop window to advertise a product to children. (seam – sewing machine, sewing patterns on – running stitch, overstitch, blanket stitch) Measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and techniques Join and combine materials and components accurately in temporary and permanent ways Sew using a range of different stitches, weave and knit 	Autumn 1	Science Maths English Maths – measuring Geography	
 Year 4 – Rotten Romans Food – Design and make a dough-based product for a class Italian feast. Year 5 – Anglo Saxons & Scots Textiles – Design and make a hat to keep our heads warm in cold weather. Measure and mark out accurately Use skills in using different tools and equipment safely and accurately. 	Summer 1 Autumn 2	History Maths - weighing Maths, Science	

Breamealamhaale			
 Cut and join with accuracy to ensure a good-quality finish to the product. 			
 Year 5 - Who Wants to be a Vicious Viking Structures & Mechanisms (moving toys) Design and make a Viking Longship moving toy suitable for a Y1 child to play with - cam mechanism. Measure and mark out accurately Use skills in using different tools and equipment safely and accurately. Cut and join with accuracy to ensure a good-quality finish to the product. 	Spring 1	History Science	
Year 6 – Jurassic CoastStructures and Mechanisms- Controllablevehicles – Design and make a vehicle for acompany which can carry a fragile object safelyover different terrains - Build with a motorconverting rotary motion to linear motion.Computer aided design for vehicle bodyAssemble components make working models-Use tools safely and accuratelyConstruct products using permanent joining techniquesAchieve a quality product	Autumn 1	Maths Science History Geography	
Year 6 – Was the Industrial Revolution good for the packet, bad for the health? <u>Textiles</u> – Design and make an item of clothing for someone to wear when working in a factory (e.g. apron)	Summer 2	History Maths	
<u>Year 6 – Guilty!</u>	Spring 2		Writing a recipe

	DT Curriculum Audit			
	 <u>Food</u> – Design and make a healthy dish for a demonstration to Y6 on healthy living (pasta bake) work within a budget to create a meal Follow a complex recipe. Use an oven/ hob to heat and cook food. Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. Use a range of tools to chop, slice, blend and grate food stuffs 		Maths – weighing ingredients	
Pupils should be taught to select from a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.	 Year 3 - Walk like an Egyptian select the most appropriate tools and techniques for a given task – e.g. hand saws, square section wood, card, magnetic strips, buttons, press studs. Work safely and accurately with a range of simple tools. 	Spring 2	History	Writing instructions
	 Year 3 – The Natural World select the most appropriate tools and techniques for a given task – calico cotton, camouflage colours (brusho), string, twine, 	Autumn 2		
	 Year 4 – You're such a Greek! know which material is likely to give the best outcome e.g., materials which are conductors to complete circuits and make switches. Know which tools to use for a particular task and show knowledge of handling the tool (wire strippers). 	Spring 1	History Science Maths	

			1
 Year 4 – Food Glorious Food Select appropriate tools and techniques for making their product (pins, needles, fabric scissors, sewing machine [with support]). Join and combine materials and components accurately in temporary and permanent ways (felt fabric, applique lettering, cotton) 	Autumn 1	English Maths –	
 Year 4 – Rotten Romans Use tools safely to slice, chop and grate ingredients. Learn to select and use a range of utensils and use a range of techniques as appropriate to prepare ingredients hygienically including the bridge and claw technique, grating, peeling, chopping, slicing, mixing, spreading, kneading and baking. (e.g., cheese, salami, pepperoni, ham, mushrooms, tomato, herbs) 	Summer 1	Maths, Science History	Writing a recipe
 Year 5 – Anglo Saxons & Scots Select appropriate materials, tools and techniques (pins, needles, fabric scissors, sewing machine, felt, pom poms, tassels, buttons). Use CAD & 3D Printer to communicate design ideas. (Emblem for hat) 	Autumn 2	Maths Science	Writing a recipe Writing recipe
 Year 5 – who Wants to be a Vicious Viking? Select appropriate materials, tools and techniques (hand saws, drills, square section wood, strip wood, dowel, card, cams, wheels, tubing, washers) 	Spring 1	History Maths Science	

DT Curriculum Adult			
 Use CAD to communicate design ideas (Procreate design program for back drop). 			
 Year 6 – Jurassic Coast! know which tool to use for a specific practical task. (Hand saws, electrical components, card, dowel, wheels) know how to use any tool correctly and safely (hand saws, hot glue gun, wire strippers). explain why a specific tool is best for a specific action. Construct products using permanent joining techniques. 	Autumn 1	Maths Science	Instructions
 Year 6 – Was the Industrial Revolution good for the pocket, bad for the health? know which tool to use for a specific practical task. (Pins, needles, fabric scissors, sewing machine) know how to use any tool correctly and safely (pins, needles, fabric scissors, sewing machine). explain why a specific tool is best for a specific action. Construct products using permanent joining techniques. 	Summer 2	Maths - measuring	
 Year 6 - Guilty! know which tool to use for a specific practical task. (Knives, graters, blenders, cooker hobs, ovens) know how to use any tool correctly and safely (Knives, graters, blenders, cooker hobs, ovens). 	Spring 2	Maths – weighing.	

Key Stage Two ²				
Subject content from the programme of study	What are our DT themes or unit titles? Content may be split between themes or units.	When will pupils be taught this?	Links with other subjects?	Opportunities for pupils to apply basic skills
Evaluate Pupils should be taught to investigate and analyse a range of existing products.	 Year 3 – Walk like an Egyptian Disassemble and evaluate familiar products - investigate a collection of different shell structures including packaging. What is the purpose of the shell structure – protecting, containing, presenting? What material is it made from? How has it been constructed? Are the materials recyclable or reusable? How has it been stiffened i.e. folded, corrugated, ribbed, laminated? What size/shape/colour is it? What information does it show and why? How attractive is the design? Children take a small package apart identifying and discussing parts of a net including the tabs e.g. How are different faces of 	Spring 2	History, Maths	Instructions

<u>Di camcalam Adam</u>			
the package arranged? How are the tabs used to join the 'free' edges of the net?			
 Year 3 – The Natural World Investigate a range of textile products that have a selection of stitches, joins, fabrics, finishing techniques, fastenings and purposes, linked to the product they will design, make and evaluate. Disassemble bags to gain an understanding of 3-D shape, patterns and seam allowances. What is its purpose? Which one is most suited to its purpose? What properties/characteristics does the fabric have? Why has this fabric been chosen? How has the fabric been decorated? Does its decoration have a purpose? What would the 2-D pattern piece look like? What are its measurements? How might you change the product? 	Autumn 2	Maths	
 Year 4 – You're such a Greek! Explore different types of spotlights [e.g., theatre, make- up, ring lights, desk lamps] Where and why they are used? How does the product work? 	Spring 1	Science History	Instructions

DT cumculum Addit			1
 What are its key features and components? How does the switch work? Is the product manually controlled or controlled by a computer? What materials have been used and why? How is it suited to its intended user and purpose? Investigate examples of switches, including those which are commercially available, which work in different ways e.g. pushto-make, push-to-break, toggle switch. Use them in simple circuits e.g. How might different types of switches be useful in different types of products? [Science Link] 			
 Year 4 – Rotten Romans Sensory Taste Tests -Evaluate different types of dough-based bread and toppings [e.g., ciabatta, pizza, focaccia, cheese, tomato, herbs and spices, salami, pepperoni etc] Year 4 – Food Glorious Food Investigate a range of textile products that have a selection of ctitches, ioins, fabrics, finishing 	Summer 1 Autumn 1	Maths – weighing History Geography Maths English	Writing a recipe
stitches, joins, fabrics, finishing techniques, fastenings and purposes, linked to the product they will design, make and evaluate.			

DT Curriculum Auult			
 Think about products from the past and what changes have been made in textile production and products e.g. the invention of zips and Velcro – link to other types of fastenings e.g., envelope, buttons Disassemble a selection of cushions to gain an understanding of 3-D shape, patterns and seam allowances. What is its purpose? Which one is most suited to its purpose? What properties/characteristics does the fabric have? Why has this fabric been chosen? How has the fabric been decorated? Does its decoration have a purpose? What would the 2-D pattern piece look like? What are its measurements? How might you change the product? 			
 Year 5 – Anglo Saxons & Scots Investigate, analyse and evaluate a range of hats which have been produced by combining fabric shapes. Is the product functional or decorative? Who would use this product? What is its purpose? What design decisions have been made? Do the textiles used match the intended 	Autumn 2	Maths Science	

DT carrieulain Adale			
 purpose? What components have been used to enhance the appearance? Investigate and analyse how existing products have been constructed. Children disassemble a product and evaluate what the fabric shapes look like, how the parts have been joined, how the product has been strengthen and stiffened, what fastenings have been used and why. 			
Year 5 – who Wants to be a Vicious Viking • Discuss different types of movement: rotary, oscillating and reciprocating. Make simple models of different types of cams or have toys in which the cam mechanisms can be seen. Use videos, photographs and computer animations of products that cannot be explored through first-hand experience.	Spring 1	History Maths Science	Instructions
 <u>Year 6 – Jurassic Coast</u> Investigate, analyse and evaluate existing everyday products and existing or pre-made toys that incorporate gear or pulley systems (toy vehicles). Use videos and photographs of products [different types of 	Autumn 1	Maths Science	Instructions

vehicles e.g., trucks, tractors, diggers, heavy machinery] that cannot be explored through first- hand experience. <i>How innovative</i> <i>is the product? What design</i> <i>decisions have been made? What</i> <i>type of movement can be seen?</i> <i>What types of mechanical</i> <i>components are used and where</i> <i>are they positioned? How well</i> <i>does the product work? Why</i> <i>have the materials and</i> <i>components been chosen? How</i> <i>well has it been made?</i>		
 Year 6 - Was the Industrial Revolution good for the pocket, bad for the health? Investigate, analyse and evaluate a range of existing products which have been produced by combining fabric shapes. <i>Is the</i> product functional or decorative? Who would use this product? What is its purpose? What design decisions have been made? Do the textiles used match the intended purpose? What components have been used to enhance the appearance? Investigate and analyse how aprons, overalls etc have been constructed. Children disassemble a product and evaluate what the fabric shapes look like, how the parts have 	Summer 2	

	DT Curriculum Audit		-	
	 been joined, how the product has been strengthen and stiffened, what fastenings have been used and why. <u>Year 6 – Guilty!</u> Carry out sensory evaluations of a variety of existing food products and ingredients linked to Pasta Bake e.g., herbs, spices, vegetables, cheese. 	Spring 2		Writing a recipe
Pupils should be taught to evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.	 Year 3 - Walk like an Egyptian/ Year 3 - The Natural World Evaluate their product against original design criteria <i>e.g. how</i> <i>well it meets its intended purpose</i> Explain how to improve a finished model. Know why a model has or has not been successful. 	Spring 2 Autumn 2	History Maths	Writing instructions
	 Year 4 – You're such a Greek!/ Year 4 – Food Glorious Food/ Year 4 – Rotten Romans Evaluate products and identify criteria that can be used for their own designs. Evaluate and suggest improvements for design. Evaluate products for both their purpose and appearance. Explain how the original design has been improved. 	Spring 1 Autumn 1 Summer 1	History Maths History Science Maths English	Writing recipes

<u>DT cumculum Adult</u>		T	
 Evaluate their work both during and at the end of the assignment. Evaluate their products carrying out appropriate tests. 	Autumn 2 Spring 1	Maths – Science History	
 Who Wants to be a Vicious Viking? Suggest alternative plans; outlining the positive features and draw backs. Evaluate appearance and function against original criteria. Test and evaluate ideas to improve outcome of product throughout the making process. Evaluate product personally and seek evaluation from others. 			
 Year 6 – Jurassic Coast Year 6 – Was the Industrial Revolution good for the pocket, bad for the health? Year 6 – Guilty! know how to test and evaluate designed products. evaluate product against clear criteria. Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests. Evaluate against their original criteria and suggest ways that their product could be improved. 	Autumn 1 Summer 2 Spring 2	Maths Science History	Writing a recipe

Pupils should be taught to understand how key	Year 3 - Walk like an Egyptian	Spring 2	History
events and individuals in design technology have	(Structures & Mechanisms: 2d to 3d		Maths –
helped shape the world.	Structures. Design and make a container for		geometry/
	storing your own items of 'treasure'.)		measuring
	- Sarcophagus		
			History.
	<u>Year 3 – The Natural World</u>	Autumn 2	Geography,
	<u>Textiles</u> - Design and make a drawstring bag to		science
	take on exploration travels - use running stitch to		
	join and over stitch to edge) Explorer/ survival expert: Bear Grylls		
	expert. Bear Gryns		History
	Year 4 – You're such a Greek!		Science
	<u>Structures & Mechanisms</u> (electrical	Spring 1	Maths
	control) – Design and make a spotlight		
	for a theatre company to use in a		
	performance. Scientist: Lewis Latimer		
			Geography
	Year 4 – Food Glorious Food		Maths
	Textiles/Fabrics – cushion which looks	Autumn 1	
	like the chocolate bar they designed.		
	(seam – sewing machine, sewing patterns		
	on – running stitch) Designer: Justina		
	Botwey		Maths -
	<u>Year 5 – Anglo Saxons & Scots</u>	Autumn 2	measuring
	<u>Textiles</u> – Design and make a hat to keep	Autumn 2	
	our heads warm in cold weather.		
	Designers/ Milliners: Philip Treacy, Laura		
	Cathcart, Fernanda Lewis		History
			Science
	Year 5 – Who Wants to be a Vicious	Spring 1	Maths
	Viking	- 0 · · · · ·	
	Structures & Mechanisms (moving toys)		
	Design and make a Viking Longship		
	moving toy suitable for a Y1 child to play		

				7 1
	with – cam mechanism. Inventor: Leonardo Da Vinci			
	Year 6 – Jurassic Coast Structures & Mechanisms - Controllable vehicles – Design and make a vehicle for a company which can carry a fragile object safely over different terrains - Build with a motor converting rotary motion to linear motion. Computer aided design for vehicle body. Production of the electric car.	Autumn 1	Maths Science	Writing instructions
	Year 6 – Was the Industrial Revolution good for the packet, bad for the health? <u>Textiles</u> – Design and make an item of clothing for someone to wear when working in a factory (e.g. apron) Designer: Coco Chanel	Summer 2	History/ Maths	
	<u>Year 6 – Guilty!</u> <u>Food</u> – Design and make a healthy dish for a demonstration to Y6 on healthy living (pasta bake) Chef: Michael Caines	Spring 2	Maths- weighing/ measuring	
<u>Technical knowledge</u> Pupils should be taught to apply their understanding of how to strengthen, stiffen and reinforce more complex structures.	 Year 3 - Walk like an Egyptian know how to strengthen a product by stiffening a given part or reinforce a part of the structure (using cardboard triangles to strengthen structure of box 	Spring 2	History Maths	Writing instructions
	 Year 3 – The Natural World know how to strengthen a product by stiffening a given part 	Autumn 2	Maths	

DT Cutticuluiti Auult		
or reinforce a part of the structure (running stitch and overstitch to reinforce seams)		
 Year 4 – Food Glorious Food Know how to strengthen, stiffen and reinforce existing fabrics. Understand how to securely join two pieces of fabric together (running stitch, overstitch, blanket stitch, use of sewing machine- with support) 	Autumn 1	English Maths –
 Year 4 – You're such a Greek! links scientific knowledge by using lights, switches. 	Spring 1	History Science Maths
 Year 5 – Anglo Saxons & Scots use knowledge to improve a made product by strengthening, stiffening or reinforcing (running stitch, overstitch, blanket stitch, use of sewing machine) 	Autumn 2	Science Maths
Year 5 – who Wants to be a Vicious Viking? • use knowledge to improve a made product by strengthening, stiffening or reinforcing (use cardboard triangles to reinforce and strengthen corners of 3D structure, use card to reinforce strip wood top).	Spring 1	History Science maths
<u>Year 6 – Jurassic Coast</u>	Autumn 1	History

	 use electrical systems correctly and accurately to enhance a given product (vehicle) know which IT product would further enhance a specific product (Microsoft Word/ publisher) use knowledge to improve a made product by strengthening, stiffening or reinforcing (cardboard triangles to reinforce and strengthen chassis of vehicle) <u>Year 6 – Was the Industrial Revolution</u> good for the packet, bad for the health? Fabrics can be strengthened, stiffened and reinforced where appropriate (bias binding, use of a sewing machine to join components). 	Summer 2	Science maths Maths - measuring	
Pupils should be taught to understand and use mechanical systems in their products.	 Year 3 - Walk like an Egyptian Design hinges to create a box that can be opened. Year 4 – You're such a Greek! 	Spring 2 Spring 1	History	
	 Design switches to turn a spotlight on and off. 	ShiniR T	Science Maths	
	Year 5 – Who Wants to be a Vicious Viking - Understand how cams can be used to produce different types of movement and change the	Autumn 2	History Science Maths	

	DT Curriculum Audit		
	direction of movement (rotary movement to linear movement) <u>Year 6 – Jurassic Coast</u> - Understand how gears and pulleys can be used to speed up, slow down or change the direction of movement (reversible switch).	Autumn 1	History Science Maths
Pupils should be taught to understand and use electrical systems in their products.	 Year 4 – You're such a Greek! Understand and use electrical systems in their products, such as series circuits incorporating switches and bulbs. Year 6 – Guilty! Build a working circuit that incorporates a battery, a motor and a handmade switch, such as a reversing switch. 	Spring 1 Autumn 2	History Science Maths Geography Science Maths
Pupils should be taught to apply their understanding of computing to program, monitor and control their products.	Year 5 – Anglo Saxons & Scots - Use CAD [Tinkercad and 3D Printer] to design emblem to stitch onto a hat. Year 5 – Who wants to be a Vicious Viking? - Use CAD (Procreate art program) to design a backdrop for moving toy.	Autumn 1/ 2 Spring 1	Art
	 Year 6 – Jurassic Coast Use Microsoft Word/ Publisher to create a net for a cab to 	Autumn 1	Maths – nets

protect a fragile object in a vehicle.			
Year 6 – Was the Industrial Revolution good for the pocket, bad for the health? - Use CAD [Tinkercad and 3D Printer] to design buttons to sew onto an apron.	Summer 2	Maths – measuring.	

Key Stage Two ³				
Subject content from the programme of study	What are our DT themes or unit titles? Content may be split between themes or units.	When will pupils be taught this?	Links with other subjects?	Opportunities for pupils to apply basic skills
<u>Cooking and Nutrition</u> Pupils should be taught to understand and apply the principles of a healthy and varied diet.	Year 4 – Rotten Romans-Carry out relevant research into existing products to include personal/cultural preferences, ensuring a healthy diet/ meeting dietary needs. What are the key ingredients needed to make a particular product? How have ingredients been processed? What is the nutritional value of a product? How can we promote healthy eating?	Summer 1	Science History	Writing a recipe
	Year 6 – Guilty! - Research key chefs (Michael Caines) and how they have promoted seasonality, local produce and healthy eating.	Spring 2	Maths – weighing.	Writing a recipe
Pupils should be taught to prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.	 Year 4 – Rotten Romans know how to be both hygienic and safe when using food. bring a creative element to the food product being designed. Cooking techniques – baking, kneading/ chopping, grating/ use of oven with support. 	Summer 1	History Geography Maths – weighing	Writing a recipe
	<u>Year 6 – Guilty!</u>	Spring 2	History	Writing a recipe

	DT Curriculum Audit			
	 be both hygienic and safe in the kitchen. know how to prepare a meal by collecting the ingredients in the first place. understand the difference between a savoury and sweet dish. explain how food ingredients should be stored and give reasons. Cooking techniques – baking/ chopping, grating, blending/ boiling pasta/ use of oven with support. 		Geography Maths – weighing	
Pupils should be taught to understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. (*For further links see below)	 Year 4 – Rotten Romans Carry out relevant research into existing products to include the availability of locally sourced/seasonal/organic ingredients. What ingredients are sourced locally/in the UK/from overseas? What are the key ingredients needed to make a pizza. Are they locally sourced, seasonal, Fair Trade (link to Ghana Learning in Geography) or organic? Find out how a variety of ingredients used in pizzas are grown and harvested, reared, caught and processed e.g. Where and when are the ingredients grown? Where do different meats/fish/cheese/eggs come 	Summer 1	History Maths – weighing	Writing a recipe

DT Curriculum Audit			
from? How and why are they processed? Year 6 – Guilty! • know which season various foods are available for harvesting. • Find out how a variety of ingredients used in pasta bake are grown and harvested, reared, caught and processed e.g. Where	Spring 2	Maths – weighing	Writing a recipe
 and when are the ingredients grown? Where do different meats/fish/cheese/eggs come from? How and why are they processed?			

*Pupils should be taught to understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.

- Y3 Autumn 1 Geography Agriculture: Know different types of farming, how land has adapted and how food and farming are linked. (What food grows where and when)
- Y4 Autumn 1 Geography Production of Chocolate: Understanding of where cocoa is grown and why as well as how land-use and settlement has changed. Understand why Fair Trade was set up. Focus Study: Ghana (with a focus on Ghanaian farmers).
- Y5 Summer 1 Geography Agriculture in the Amazon Basin: Review agriculture across the world and compare with Focus Study: Amazon River. Understand the supply chain and globalisation and Fair Trade (link back to Ghana in Y4). To revisit the different types of farming present in the UK (arable, pastoral and mixed). To know how farming/ agriculture varies across the world and why. To know the types of agriculture in the Amazon Basin, who are responsible (poor farmers; corporations) for it and the challenges it brings. To understand how agriculture and farming in the Amazon Basin is a key part of the global supply chain (cattle, soy, Chocolate, vanilla, cinnamon, pepper, avocados, cashews, Brazil nuts sugar and coffee).