DT CURRICULUM YEAR PLAN

DT skills	**Design**	**Make**	**Evaluate**	**Technical Knowledge**
	Working with Tools		**Cooking and Nutrition**	
Areas	**Textiles**	**Electrical Systems**	**Mechanisms**	**Structures**

	Autumn Term	**Spring Term**	**Summer Term**
R	Junk Model Vehicles Clay Divas	Cardboard rockets Easter shredded wheat nests	Fairy cakes Cress sandwiches
Y1	**Food: Fruit Kebabs and yoghurt dip** • To know where different types of fruit come from, and understand that they are part of a plant. • To name and sort foods into the 5 food groups. • To explore a range of fruits and describe their taste and texture. To explore ingredients to make a yoghurt dip. • To design and make fruit kebabs with yogurt dip. • To evaluate product and suggest ways it could be improved. • To consider the types of packaging the fruit kebabs could be sold in.	**Structures: Design and make a jungle box for toy animals** • To evaluate an existing toy jungle set • To use card and paper to explore how to build simple structures • To design a jungle play box for a set of toy animals • To make a jungle toy box using card and paper • To evaluate product against the original design.	**Mechanisms: Design and make a moving picture** • To identify simple levers and sliders in moving books and explain how they work. • To make practice models of levers and sliders using card. • To design a picture that includes a moving part. • To make the moving picture. • To evaluate the strengths and weaknesses of the finished product

Y2	**Food: Healthy Wraps** • To sort a range of foods into the 5 food groups and describe a healthy and balanced diet • To know where meat and vegetable foods come from and understand that they are part of animals or plants • To explore a range of foods suitable for making a wrap and describe their taste and texture • To design and make a healthy wrap • To evaluate product and think about any improvements that could be made.	**Textiles: Design and make a puppet** • To explore a range of textile puppets • To practice simple sewing techniques • To design a fabric puppet • To make the puppet • To evaluate finished product against original design.	**Mechanisms: design and make a model windmill with moving sales** • To explore the structure of windmills • To explore using card and paper to make models of strong bases • To explore how to make a moving sale • To design a model windmill • To construct the model windmill • To evaluate finished product and suggest improvements
Y3	**Mechanisms: Design and make a pop-up Christmas card** • To explore a range of pop-up mechanisms and explain how they work • To make practice pop-up mechanisms using card and paper • To design a pop-up Christmas card • To make the pop-up Christmas card • To evaluate the finished product against the original design.	**Food: pizzas** • To research how pizzas are made and investigate various toppings • To consider how recipe can be adapted to create a healthier pizza. • To use labelled diagrams and assembly instructions to plan a pizza that includes 4 toppings. • To work hygienically to make a pizza in groups • To evaluate likes and dislikes about pizza and refine recipe	**Textiles: Design and make a pencil case** • To investigate how pencil cases are made • To practice different sewing stitches • To investigate different fastenings (poppers, buttons) • To design a simple pencil case that will be made from felt. • To make the fabric pencil case • To evaluate final product against the original design
Y4	**Electrical Systems: Design and make a festive lantern** • To investigate how a light-up item works by taking it apart • To investigate how to make simple 3D nets • To investigate electrical circuits that include a switch (can be done in science lesson) • To use annotated sketches to design lantern, explaining how it will work • To assemble and join materials with accuracy to make the lantern	**Food: Pasta** • To know how pasta is made and where the ingredients come from • To research pasta recipes and know that pasta is a popular dish in Italy • To design a seasonal pasta salad that could be sold at an event • To work in groups to prepare and make a pasta salad • To create a design idea for a container that could hold the pasta • To consider ways in which the recipe could be adapted.	**Structures: Design and make a Roman style sandal to fit a foot** • To research how Roman sandals were made • To test how to assemble, join and combine materials to achieve a particular purpose and function • To explore ideas and complete a final design for a Roman sandal, using annotated sketches • To select and assemble materials to make a Roman sandal • To evaluate the sandal against the original design and think of how it could be improved.

Y5	**Mechanisms: Design and make a pop-up book to tell the Christmas story** • To identify a range of pop-up mechanisms in pop-up books and explain how they work • To test the main types of pop-up mechanisms • To design a pop-up page for each of the 6 given parts of the story. • To construct paper materials with precision and accuracy to make pop-up book. • To evaluate finished product against the original design and consider improvements that could be made.	**Structures: Design and make a Viking Longship that can float on water** • To research other model longships • To investigate if card and paper can be manipulated to float on water. • To generate own design ideas to make a model longship that is historically accurate. • To assemble, join and combine materials with accuracy to make a model longship. • To evaluate the design and construction of the model longship and consider improvements that could be made.	**Textiles: Design and make a cover for a hot water bottle** • To research and evaluate existing hot water bottle covers. • To test how to join materials with a range of different stitches. • To use annotated sketches to create design ideas for a hot water bottle cover that includes embellishments. • To use accurate cutting and sewing techniques to make a fabric hot water bottle cover. • To evaluate the design and construction of the hot water bottle and consider improvements that could be made.
Y6	**Electrical Systems: Design and make an electric 'wobblebot'** • To investigate electrical circuits that include a motor (can be done in science lesson) • To explore how the motor can create movement of an object • To generate a range of design ideas for a toy 'wobblebot' • To assemble and join materials with accuracy to make a 'wobblebot' • To evaluate the quality of design and fitness for purpose of the final product.	**Mechanisms: Design and make a sling-shot car** • To investigate sling-shot toys and games and explain how the force is creating movement. • To observe how a sling-shot car is made and describe how it works using annotated sketches. • To generate a range of design ideas for their own sling-shot car. • To assemble and join materials with accuracy to make a sling-shot car. • To evaluate the quality of design and fitness for purpose of the final product.	**Food: Create a recipe for a smoothie to sell at the Summer Fair** • To be able to give examples of food that is grown, reared and caught in the UK and the wider world. • To understand about seasonality, how this may affect food availability and plan recipes according to seasonality. • To explain that foods contain different substances, such as protein, that are needed for health and be able to apply these principles when planning and preparing dishes • To plan and prepare healthy smoothie recipes. • To design a nutritional poster to promote the sale of the smoothie.