

Highfield Primary School

Design & Technology

LTP 20-21

Topics

Autumn – A Kaleidoscope of Colours

Spring – Windows and Doors

Summer – Marvellous Movies

2020-21						
Autumn term A Kaleidoscope of Colours		Spring term Windows and Doors		Summer term Marvellous Movies		
1		1		1		
2		2		2		
Year 1		Design functional, appealing products for themselves and other users based on design criteria. Use own ideas to make something. Choose appropriate tools & resources. Plan, make and evaluate a product which moves – e.g. Moving animal using split pins		Design functional, appealing products for themselves and other users based on design criteria. Describe how something works. Make a model stronger. Link to Traction Man/Science/vehicles.		Use the basic principles of a healthy and varied diet to prepare dishes. Begin to understand where food comes from. Plan and prepare a healthy, savoury playtime snack.
	Design, make and evaluate a clay Diwali pot.	Use the basic principles of a healthy and varied diet to prepare dishes. Describe ingredients. Understand where food comes from. Hanukkah decorations	Materials and textiles – Evaluate an existing product. Design and make a Binka bookmark. Choose tools and materials and explain why I have chosen them. Join materials and components in different ways.			Design, make, and evaluate: joining materials and components in different ways using mechanisms e.g. an owl with moving wings, a moving vehicle. Measure materials to use in a model or structure. Understand how freestanding structures can be made stronger, stiffer and more stable.
Year 2						

Year 3		Design using sketches & diagrams, make & evaluate a puppet. Follow a step-by-step plan, choosing the right equipment and materials.		Explain how a particular form has played an important role in design in different historical periods – the pyramid from Egypt to the Louvre (to the Toblerone) Design & make nutritious meals.		Textiles. Use learning from mathematics to help design and make products that work. Understand that materials have both functional properties and aesthetic qualities. Design a product & make it attractive. Choose a textile for its suitability & appearance. Use a single fabric shape to make a 3D textiles product.
Year 4		Design & make nutritious meals being safe and hygienic.		Design and make an Anglo- Saxon brooch.	Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] e.g. make a torch or alarm system. Understand how key events & individuals in D&T helped shape the world.	
Year 5		Designer/Artist: Hundertwasser Architecture/civic planning in harmony with nature. Evaluate impact of design & technology on daily life & wider world. Design and make a model of an eco-friendly building. Evaluate the impact of design & technology on daily life and the wider world.		Cooking & Nutrition: Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. £2 challenge – design and make a healthy family meal for £2.	Sculpting –Greek Pots/vases – make a prototype, strengthen, stiffen & reinforce. Evaluate appearance & function against specific design criteria such as use - suitability for storing specific goods, ability to be stacked for transport, stability.	
Year 6	Use market research to inform plans and ideas. Design, make and evaluate a t-shirt bag incorporating famous designs.	Program and control an interactive toy. Program, make & evaluate a key ring using the 3D printer		Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed Cooking & nutrition – baking bread – yeast/micro-organisms. <i>Link to Digging for Victory</i>		Prop design: Use mechanical and electrical systems in a product. Test and evaluate own products.