

Bowesfield Primary School DT Curriculum Overview



Year 1 / 2 Cycle A	<p>Mechanisms Wheels and Axels</p> <p>Explore mechanisms - wheels, axles and chassis Use different joining techniques – glue and tape Design, make and evaluate a moving vehicle.</p>	<p>Food – Preparing Fruits and Vegetables</p> <p>Learn where a variety of fruit and vegetables come from. Use skills of slicing, peeling, cutting, squeezing, grating. Design, make and evaluate a fruit salad for a healthy snack.</p>	<p>Textiles</p> <p>Experiment with different joining (stapling, gluing, pinning and sewing) finishing techniques (sewing buttons, fabric paint, gluing sequins, printing) Thread a needle. Learn a basic running stitch. Design, make and evaluate a sunglasses case to take on holiday,</p>
Year 1 / 2 Cycle B	<p>Sliders and leavers</p> <p>Explore and evaluate a range of existing products, identifying the user and purpose. Experiment with different joining techniques: glue, masking tape, tape and staples. Design, make and evaluate a Christmas / winter card including a slider or leaver.</p>	<p>Food – Preparing Fruits and Vegetables</p> <p>Understand where fruit and vegetables come from and be able to name a variety. Prepare a dish using a variety of skills, including peeling and squeezing. Design, make and evaluate a potato salad for a tasty snack.</p>	<p>Structures – Free Standing Structures</p> <p>Understand the suitability of materials for their product based on their characteristics. Build structures, exploring how they can be made stronger, stiffer and more stable Design, make and evaluate play ground equipment for mobilo people.</p>

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Year 3 / 4 Cycle A	Electrical Systems Understand and use electrical systems Design and make and evaluate a night light for a child.	Cooking and Nutrition- Healthy and varied diet 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 and slicing. Design, make and evaluate a sandwich.	Structures – Shell structures using CAD Apply understanding of how to strengthen, stiffen and reinforce more complex structures. Build a structure stiffened and strengthened in different ways, including laminating, corrugating and ribbing. Design, make and evaluate packaging for Willy Wonka to store his new biscuit invention.
Year 3 / 4 Cycle B	Cooking and Nutrition Learn about the history of Warburtons and how they are pioneers of the bread industry. Taste a variety of breads Experiment with shaping dough. Design, make and evaluate a new bread product.	Textiles – 2D shape to 3D product Use different stitching techniques (blanket, over sew or back stitch) Learn about the importance of seam allowance Design, make and evaluate, an alien themed hand puppet for children.	Mechanical Systems – Pneumatics Investigate toys for children and look at which use pneumatics. Experiment with joining techniques Design, make and evaluate: a mechanical monster using pneumatics to open its mouth.
Year 5	Cooking and Nutrition Investigate different soups and ingredients Use equipment to cut, slice and dice vegetables Design, make and evaluate a soup for their family on a cold day.	Structures Explore techniques for building frame structures Understand how to strengthen, stiffen and reinforce 3-D frameworks. Design, make and evaluate a model bird hide.	Textiles Use different stitching techniques running, blanket, over sew or back stitch, stem, satin, chain, lazy daisy. Design, make and evaluate a mobile phone case for somebody to store their phone.

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Year 6	Electrical systems Understand and use electrical systems in their Apply their understanding of computing to program, monitor and control their products Design, make and evaluate a security system for a homeowner for the purpose of protecting.	Mechanical systems – cams Understand and use mechanical systems in their products use different types of movement in their product (oscillating, reciprocating and rotating) Design, make and evaluate a toy vehicle for younger children to play with.	Cooking and Nutrition Measure out, combine and knead ingredients to make a dough. Design, make and evaluate a pizza for themselves to have as a tasty snack.
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