

Upham CE Primary School Curriculum & Progression Overview – Design Technology

Overview of Design Technology Curriculum						Year B
	Autumn Term I	Autumn Term II	Spring Term I	Spring Term II	Summer Term I	Summer Term II
Class 4 (Years 5 & 6)	Upham bake-Off for Coffee Morning Savoury & sweet for coffee morning <ul style="list-style-type: none"> Select ingredients based on range of factors How food is processed Food miles – origins and seasonality 	Viking Longboats Junk Models Structure & Materials reinforce model <ul style="list-style-type: none"> Cutting with plan for waste/ join/ tab Join accurately Balance function & aesthetics in joining 	Extreme Sports Models Mechanisms in Model <ul style="list-style-type: none"> Cams and/ or gears to control movement from axle 'drive' 	Multicultural Week Traditional Curry <ul style="list-style-type: none"> Prepare based on planned textures Learning about sauces 	Greeks Make Greek salad <ul style="list-style-type: none"> Variety in healthy diet Select ingredients based on range of factors 	Animal Homes Materials – building wooden frame for bug hotel contents <ul style="list-style-type: none"> Join effectively- finish, function & strength Use tools to cut wood with overlap
Class 3 (Years 3 & 4)	Stig of the Dump-linked to stone age trip Gathering fresh produce (hunter/gather) <ul style="list-style-type: none"> Seasonality Where food grows Tool use, shaping flints (stone age) <ul style="list-style-type: none"> Cutting tool for stone 	Shadow Puppets & Theatre Materials – joining different materials and reinforce structure <ul style="list-style-type: none"> Select best cutting tool Cut accurately Select materials by functional properties Reinforce frame structure 	Iron Man Models – light up eyes Electrical Systems <ul style="list-style-type: none"> Incorporate functioning circuit Create functioning switch into design 		Egyptians - food Unleavened bread and hummus <ul style="list-style-type: none"> Design & make dough Using blender to make ingredients smooth 	Local Geography & Locality Using local ingredients <ul style="list-style-type: none"> Plan and follow recipe seasonality Moving Vehicle Control of Moving object, built from kit (Lego) <ul style="list-style-type: none"> Create simple programme to control movement
Class 2 (Years 1 & 2)	Story: The Enormous Turnip & Stone Soup Making vegetable soup <ul style="list-style-type: none"> Chopping and cutting vegetables Healthy diet Where food comes from 	Dragon Cave Structures - Building a cave for the dragon <ul style="list-style-type: none"> Making strong structure Choosing materials 	Dr Who – Time Travel Trouble Making Bread <ul style="list-style-type: none"> Mixing dry & wet ingredients Where food comes from (bread) 		Rainforest Books Moving pop-up information book about rainforests <ul style="list-style-type: none"> Sliding tabs, held but loose to create movement Simple 1 joint lever 	

Overview of Design Technology Curriculum						Year A
	Autumn Term I	Autumn Term II	Spring Term I	Spring Term II	Summer Term I	Summer Term II
Class 4 (Years 5 & 6)	Brazilian Food Brazilian Black bean stew <ul style="list-style-type: none"> Adapt recipe based on knowledge & understanding of ingredients Food miles- origins of ingredients & seasonality 		Mayan Temple Structures - Temple model <ul style="list-style-type: none"> Select join for finish & function Adapt structures for other use/ changes Adapt structure plan for scale 	Multicultural Week Ethiopian Bread <ul style="list-style-type: none"> Add to and adapt dough 	Electrical System Electrical System <ul style="list-style-type: none"> Incorporate functioning circuit into product Efficient switches 	Control Toy Control - Functioning toy with movement from gear/ cam <ul style="list-style-type: none"> Control movement based on function/ role
Class 3 (Years 3 & 4)	Human Body Mechanisms – body 'skeleton' <ul style="list-style-type: none"> Join accurately Position of lever to create desired motion 	Soup Making Designing own Soup <ul style="list-style-type: none"> Cutting/ chop to specific sizes Where ingredients (veg) grown 	Mountain Explorers Materials – textiles & sewing hat for mountaineer <ul style="list-style-type: none"> Select best cutting tool Cut accurately Select materials by functional properties eg thermal/ waterproof 	Charlie and the Chocolate Factory inspired chocolate bar Design and make layered chocolate bar <ul style="list-style-type: none"> Heating/ melting to mix wet ingredients Where foods are grown overseas – chocolate bean Structures – net used to create packaging for chocolate <ul style="list-style-type: none"> Reinforce card structure 	Plants Using local ingredients <ul style="list-style-type: none"> Plan and follow recipe seasonality 	Seaside Picnic Picnic design for seaside trip <ul style="list-style-type: none"> Selecting ingredients based on healthy diet & food source
Class 2 (Years 1 & 2)	Rhymes & Food Poems Healthy eating <ul style="list-style-type: none"> Cutting ingredients to size Understanding healthy diet 	Moving Toys Mechanisms – making moving toy <ul style="list-style-type: none"> Spinning axle joined to wheels 	Three Little Pigs' House Structures – making a frame house <ul style="list-style-type: none"> Stiffen to create a stable enough structure 	Multicultural Week Food from different contrasting cultures <ul style="list-style-type: none"> Food comes from other countries. 		Famous Explorers Ships Biscuits <ul style="list-style-type: none"> Mix wet and dry ingredients Follow recipes Materials Textile bag to store special equipment <ul style="list-style-type: none"> Cut and shape fabric Choosing from different fabric materials

Overview of Progression Within Upham CE Primary School Design Technology Curriculum

DT Aspect	Foundations in Year R within EYFS KUW ELG 16,17	KS1	Lower KS2	Upper KS2
Cutting	<ul style="list-style-type: none"> Choosing simple materials eg card/ paper/ soft and selecting the right tool to cut Practice pincer grip & strength 	<ul style="list-style-type: none"> Cutting & shaping 	<ul style="list-style-type: none"> Cut accurately Select best cutting tool 	<ul style="list-style-type: none"> Make cuts with a range of tools in context of use eg leaving margin/ tabs/ allow for waste
Joining & materials	<ul style="list-style-type: none"> Use glue/ sticking/ tape to join and build on experience in own initiated activities Choose objects for purposes 	<ul style="list-style-type: none"> Joining flat surfaces Making choices for the best material 	<ul style="list-style-type: none"> Best processes/ techniques for joining materials Select materials by functional properties 	<ul style="list-style-type: none"> Select joins techniques for finish/ function of product Join accurately Balance function and aesthetics when selecting materials
structures	<ul style="list-style-type: none"> Use of kits to make products small & large scale Shaping & joining large card structures 	<ul style="list-style-type: none"> Make structure stronger (or strong enough) Stiffen a structure to make more stable (stable enough) 	<ul style="list-style-type: none"> Reinforce a structure 	<ul style="list-style-type: none"> Make changes to structures to adapt use eg incorporate a mechanism/ system Make choices based on scale of product
Mechanisms-levers/ sliders	<ul style="list-style-type: none"> Movement in toys – wheels, trucks and vehicles 	<ul style="list-style-type: none"> Sliding tabs held but lose enough to move Simple 1 pivot levers 	<ul style="list-style-type: none"> Position of lever to create desired movement 	<ul style="list-style-type: none"> Cams/ gears to control movement
Mechanisms-axles & rotation	<ul style="list-style-type: none"> Using kits to join moving elements 	<ul style="list-style-type: none"> Spinning axles attached to wheels each end 	<ul style="list-style-type: none"> 	<ul style="list-style-type: none"> Cams on axles to change direction of rotation to linear movement
Electrical System	<ul style="list-style-type: none"> Operating equipment Understanding safety messages for electricity 	<ul style="list-style-type: none"> 	<ul style="list-style-type: none"> Incorporate circuit with switch to functioning component eg bulb Incorporate functioning switches 	<ul style="list-style-type: none"> Incorporate design of circuit into build Construct efficient switches
Control & DT	<ul style="list-style-type: none"> 	<ul style="list-style-type: none"> 	<ul style="list-style-type: none"> Create simple programmes to control movement of product 	<ul style="list-style-type: none"> Control movement based on function/ role of product
Food Technology	Healthy Diet	<ul style="list-style-type: none"> Recognise some healthy foods 	<ul style="list-style-type: none"> Understand principles of healthy diet 	<ul style="list-style-type: none"> Apply principles of healthy diet
	Ingredient preparation	<ul style="list-style-type: none"> Preparing fruit snacks daily eg peeling own orange Identify ingredients that are being combined/ used 	<ul style="list-style-type: none"> Chop and cut safely with knife Mix wet and dry ingredients Follow recipes 	<ul style="list-style-type: none"> Chop and cut specific sizes safely with knife Mix wet ingredients through eg melting Make simple dough Plan and follow recipe
	Food Sources	<ul style="list-style-type: none"> Understand fresh food grown from plants. Link farms with producing food 	<ul style="list-style-type: none"> Understand where food comes from Understand that some foods come from other countries 	<ul style="list-style-type: none"> Know where and how many foods are grown/ reared Understand seasonality of common ingredients Select ingredients based on health choices, source, characteristics