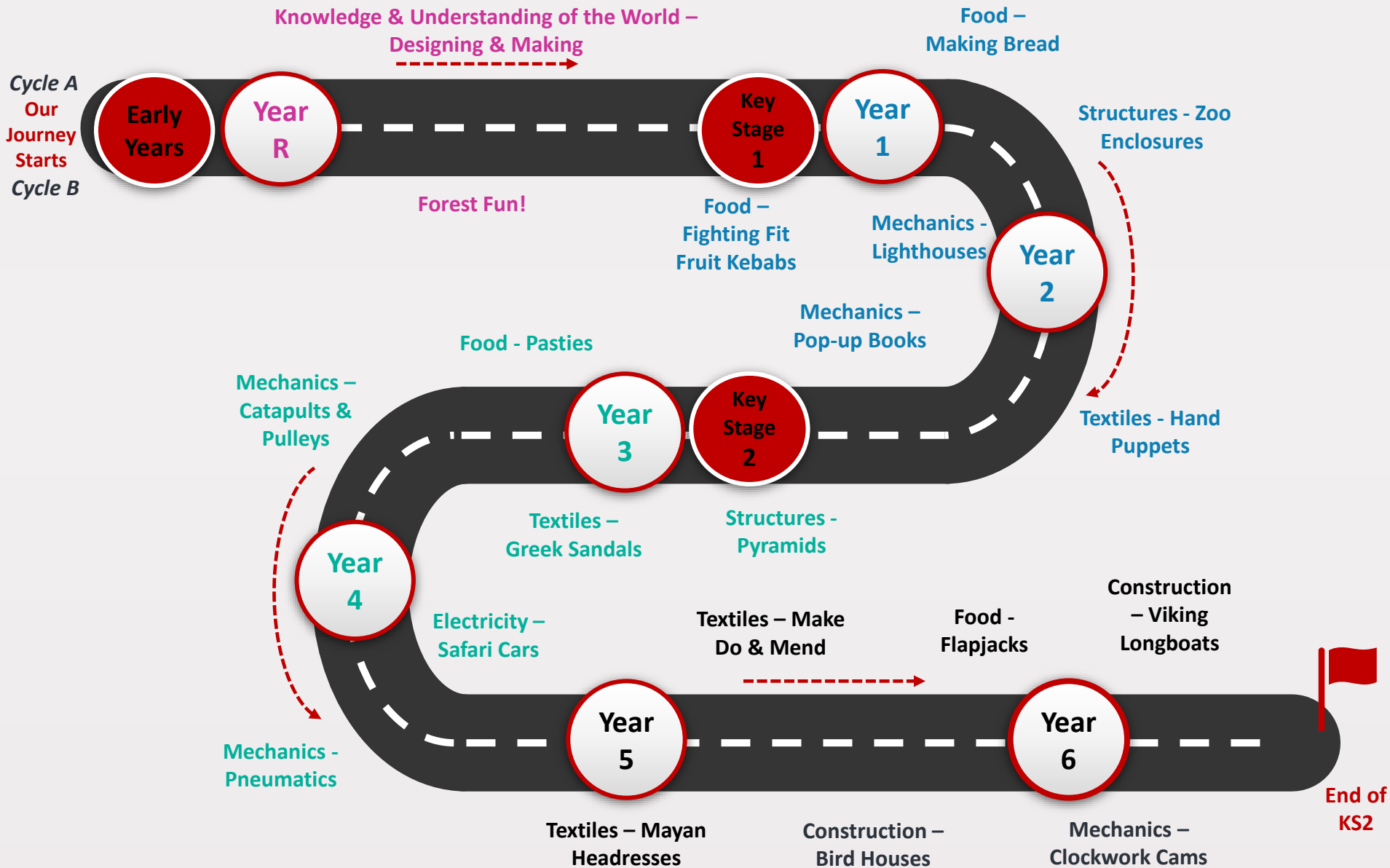




Our Curriculum Journey for Design & Technology

"Where can Tibberton take you?"



Yr. Group (NC Skills)	Autumn Term	Spring Term	Summer Term
Years One/Two <ul style="list-style-type: none"> • Design • Make • Evaluate • Technical Knowledge 	1A Food - Making Bread Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from.	2B Structures – Zoo Enclosures Build structures, exploring how they can be made stronger, stiffer and more stable. Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	1B Textiles – Hand Puppets Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
	1C Food – Fruit Kebabs Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from.	2C Mechanics – Lighthouses Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.	2A Mechanisms – Pop-up Books Design purposeful, functional, appealing products for themselves and other users based on design criteria. Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.
Years Three/Four <ul style="list-style-type: none"> • Design • Make • Evaluate • Technical Knowledge 	4B Structures – Pyramids Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. Apply their understanding of how to strengthen, stiffen and reinforce more complex structures	4A – Textiles – Greek Sandals Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.	4C Electrical Systems - Safari Cars Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. Understand and use electrical systems in their products [for example, series circuits with switches, bulbs, buzzers, motors]
	3A Food – Pasties Understand and apply the principles of a healthy and varied diet. Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	3C Mechanisms – Catapults & Pulleys Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]. Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	3B – Mechanical Systems – Pneumatics Understand how key events and individuals in design and technology have helped shape the world. Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages].
Years Five/Six <ul style="list-style-type: none"> • Design • Make • Evaluate • Technical Knowledge 	6B Textiles – Make Do & Mend Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. Select from and use a wider range of tools and equipment to perform practical tasks accurately.	5A Food – Flapjacks Understand and apply the principles of a healthy and varied diet. Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	5B Construction – Viking Longboats Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
	6A Textiles – Mayan Headdresses Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.	6C Construction – Birdhouses Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.	5C – Mechanics – Clockwork Cams Understand how key events and individuals in design and technology have helped shape the world. Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages].