

By Brook CE Primary School Whole School DT Overview

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Year A	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
T1 & T2	Structures: Junk Modelling	Structures and Mechanics: Building houses		Structures: Making a Roman Pavilion		Technology/woodwork: CAMS Toy	
Key Knowledge	- Join different materials and explore different textures. - What a design is - Drawing a simple design to model - Exploring materials and different properties, use description of each material	- Methods of joining: tape, glue, folds, hole punches and string, and by using paperclips. - Know that different materials hold different properties. - Design a house utilising drawing and labelling - Knowing and testing suitable materials - Comparing design and creation		- Measure, mark out, cut and shape materials with some accuracy. Join, assemble and combine materials with some accuracy. - Design a structure that is stable, supported and aesthetically pleasing - Building and testing a prototype model - Adapting designs based on findings from prototypes		- Methods of joining - Investigate different types of bridge/CAMS. - Design based on knowledge of how bridges/CAMS work. - Test against design specifications and evaluate findings. - Adapting designs based on outcome and findings from test, including in-depth explanations.	
Key Vocab	- Join, Stick - Longer/Shorter - Bigger/Smaller - Bend	2D 3D - Design - Strong - Experiment		- Reinforce - Scoring - Structure - Tab - Net - Cladding		- Accurate/Accuracy - Evaluate - Assemble - Joints - Component	
Learning Q's	- What tools and materials can I find? - Can I explore how to cut different materials? - Can I select the correct resources to make a model? - How do I plan to make a junk model? - Can I make a junk model using my plan?	- What do Tudor houses look like? - What does a Tudor house have inside? - What materials will work the best to make a house? - Can I make a plan to build a Tudor house? - Can I make a Strong Tudor house? - How can I evaluate my design?		- What is a pavilion? - How can I create a range of different framed structures? - Can I design a pavilion structure? - How can I build a strong frame structure using a range of materials? - Can I understand the term cladding?		- Can I compare different Automata toys? - Can I identify the different parts of CAMS? - Can I assembly a frame using a diagram? - Can I create a design based on a user's needs? - Can I build a successful CAM toy? - Can I evaluate my design in detail?	

T3 & T4	Cooking and Nutrition: Pumpkin Soup	Cooking and nutrition: Fruit and vegetables/A balanced diet Creating smoothies- Y1 Creating wraps- Y2	Cooking and nutrition: Making French Madeleines	Cooking and nutrition: Come dine with me
Key Knowledge	- Know and talk about the different factors that support their overall health and wellbeing - Recognise and name a selection of fruits and vegetables. - Prepare food by washing and cutting (supported) - Use vocabulary to offer opinions and reflections such as what they liked or didn't like.	- Recognise and name a variety of fruits and vegetables. - Explore the key features of a recipe. - Use the basic principles of a healthy and varied diet to prepare dishes. - Understand where food comes from. - Classify a range of foods according to colour, texture and taste.	- To weigh and measure accurately (time, dry ingredients, liquids). - Understand and apply the principals of a healthy and varied diet. - Prepare and cook a dish using a range of cooking techniques. - Follow a recipe to create simple dishes that involve changes in food structure such as baking, melting, combining etc.	- Recognise, name and classify a variety of foods into the five main food groups (fruits and vegetables, starchy foods, dairy, protein, and fat). - Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. - Understand complimentary flavours and how these link to different food groups. - Understand nutritional labels and how to adapt them for their recipe.
Key vocab	- Healthy - Unhealthy - Likes/Dislikes - Tools - Fruit/Vegetable	- Proteins - Carbohydrates - Balanced - Ingredients - Diet	- Budget - Adapt - Combine - Evaluate - Hygiene - Product	- Complimentary/ Complement - Enhance - Combination
Learning Q's	- Can I discuss healthy and unhealthy foods? - How can I balance healthy and unhealthy foods? - Can I identify my own likes and dislikes? - Can I use a range of tools with care and precision?	- How do I sort foods into their food groups? - Can I identify the balance of food groups in a meal? - Can I select and taste food from each food group? - What equipment should I choose to prepare food? - Can I design different smoothies/wraps with a balance of ingredients? - Can I make and evaluate a smoothie/wrap based on a design?	- Can I follow a simple recipe? - Can I make a French madeleine? - How do I write an evaluation?	Year A: - What flavours complement each other? - Can I research and design a three-course meal? - Can I identify and use preparation techniques needed for a recipe? - Students make a meal at home to test their chosen meals and discuss at school. Can bring in for tasting if possible.
T5 & T6 Textiles	Textiles: Bookmarks	Textiles: Puppets Crowns	Textiles: Cross Stitch applique	Project: Creating props for the production
Key Knowledge	- Children will develop their threading and weaving skills and experiment on different materials - Children will be able to sew using thread and needle suitable for age.	- Design a puppet and use a template. - Join together two pieces of fabric using pins, staples, glue or a running stitch. - Understand that when stitching both ends must be knotted.	- Know that fabrics have different properties - Demonstrate their ability to use cross-stitch as a decorative feature or to join two pieces of fabric together. - Explain the aesthetic and/or functional properties of some of their material choices.	- Consider the design appropriately. - Measure, mark out, cut and shape materials with some accuracy. - Create an appropriate template. - Use a range of techniques (collage, sketching, paint, joining, levers etc)

	• Compare bookmarks then and now and design their own on a plan • Reflect on their bookmarks and compare similarities/differences	• Decorate a puppet using a variety of materials.	• Design, cut and shape their template with increasing accuracy.	• Identify what worked well and areas for improvement.
Key Vocab	• Thread • Weave • Pinch • Up/down • Under/over	• Stencil • Template • Safety pin • Model	• Cross Stitch • Running stitch • Patch • Embellish • Thread	• Production •
Learning Q's	• Can I explore threading and weaving? • Can I apply weaving skills to a specific material? • Can I apply threading skills to a specific material? • Can I design my own bookmark? • Can I create a textiles bookmark? • How do I reflect on my design?	• Can I explore different ways of joining fabric? • Can I use a simple template to cut out a character? • How do I join fabric using my preferred choice? • Can I decorate my puppet using joining methods?	• What is cross stitch and applique? • How do I develop and use a template? • Can I use templates to cut fabric to form the base of a collar? • How can I decorate fabric using cross stitch and applique?	• Can I design appropriate props? • How do I join materials? • Can I create and add decorations to a range of materials? • What do I include in a detailed evaluation?

Year B	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
T1 & T2 Structures and Mechanics	Structures: Junk Modelling	Project: creating props for Christmas production		Mechanics: Christmas card (levers/moving pictures)		Structures: Bridges	
Key Knowledge	- Join different materials and explore different textures. - What a design is - Drawing a simple design to model - Exploring materials and different properties, use description of each material	- Joining materials - Designing materials - Evaluating materials		- Measure, mark out, cut and shape materials with some accuracy. Join, assemble and combine materials with some accuracy. - Understanding how a lever and a linkage work - Designing using linkages and levers - Adapting designs based on findings from prototypes		- Methods of joining - Investigate different types of bridge/CAMS. - Design based on knowledge of how bridges/CAMS work. - Test against design specifications and evaluate findings. - Adapting designs based on outcome and findings from test, including in-depth explanations.	
Key Vocab	- Join, Stick - Longer/Shorter - Bigger/Smaller - Bend	2D - Sticking - Joining - Materials		- Tab - Lever - Mechanism		- Accurate/Accuracy - Evaluate - Assemble - Joints - Component	
Learning Q's	- What tools and materials can I find? - Can I explore how to cut different materials? - Can I select the correct resources to make a model? - How do I plan to make a junk model? - Can I make a junk model using my plan?	- What can we make for our Christmas production? - What will we need for our props? - What techniques will we use to make our props? - Can we evaluate our props?		- Can I make a slider/lever prototype? - Can I create a design that considers the user? - Can I create a successful moving card? - How do I write a detailed evaluation?		- Can I identify different types of bridges? - What are the features of an arch/beam/truss bridge? - Can I explore how to build a strong bridge and make my own plan? - Can I construct a strong truss bridge? (Over 2 or more lessons) - Can I evaluate my design in detail?	
T3 & T4 Healthy Eating	Cooking and Nutrition: Pumpkin Soup	Cooking and nutrition: Fruit and vegetables/A balanced diet Creating smoothies- Y1 Creating wraps- Y2		Cooking and nutrition: Ancient Egyptian Flatbreads		Cooking and nutrition: Mayan Chocolate	
Key Knowledge	- Know and talk about the different factors that support their overall health and wellbeing - Recognise and name a selection of fruits and vegetables. - Prepare food by washing and cutting (supported)	- Recognise and name a variety of fruits and vegetables. - Explore the key features of a recipe. - Use the basic principles of a healthy and varied diet to prepare dishes. - Understand where food comes from. - Classify a range of foods according to colour, texture and taste.		- To weigh and measure accurately (time, dry ingredients, liquids). - Understand and apply the principals of a healthy and varied diet. - Prepare and cook a dish using a range of cooking techniques. - Follow a recipe to create simple dishes that involve changes in food structure such as baking, melting, combining etc.		- Recognise, name and classify a variety of foods into the five main food groups (fruits and vegetables, starchy foods, dairy, protein, and fat). - Understand complimentary flavours and how these link to different food groups. - Understand nutritional labels and how to adapt them for their recipe.	

	Use vocabulary to offer opinions and reflections such as what they liked or didn't like.			
Key vocab	- Healthy - Unhealthy - Likes/Dislikes - Tools - Fruit/Vegetable	- Proteins - Carbohydrates - Balanced - Ingredients - Diet	- Budget - Combine - Evaluate - Hygiene - Product	- Complimentary/ Complement - Enhance - Combination - Umami
Learning Q's	- Can I discuss healthy and unhealthy foods? - How can I balance healthy and unhealthy foods? - Can I identify my own likes and dislikes? - Can I use a range of tools with care and precision?	- How do I sort foods into their food groups? - Can I identify the balance of food groups in a meal? - Can I select and taste food from each food group? - What equipment should I choose to prepare food? - Can I design different smoothies/wraps with a balance of ingredients? - Can I make and evaluate a smoothie/wrap based on a design?	- Can I evaluate existing biscuit products? - Can I follow a simple recipe? - How do I select ingredients within budget? - What inspiration can I take from existing products? - Can I make and test a biscuit? - How do I write an evaluation?	Year A: - What flavours complement each other? - Can I research and design chocolate? - Can I identify and use preparation techniques needed for a recipe?
T5 & T6 Textiles	Textiles: Bookmarks (A&B)	Textiles: Puppets Fish	Textiles: Cross Stitch applique	Textiles: Sewing rainforest landscape
Key Knowledge	- Children will develop their threading and weaving skills and experiment on different materials - Children will be able to sew using thread and needle suitable for age. - Compare bookmarks then and now and design their own on a plan - Reflect on their bookmarks and compare similarities/differences	- Design a puppet and use a template. - Join together two pieces of fabric using pins, staples, glue or a running stitch. - Understand that when stitching both ends must be knotted. - Decorate a puppet using a variety of materials.	- Know that fabrics have different properties - Demonstrate their ability to use cross-stitch as a decorative feature or to join two pieces of fabric together. - Explain the aesthetic and/or functional properties of some of their material choices. - Design, cut and shape their template with increasing accuracy.	- Consider the user and design appropriately. - Measure, mark out, cut and shape materials with some accuracy. - Create an appropriate template. - Use stitching to assemble landscape pattern. - Identify what worked well and areas for improvement.
Key Vocab	- Thread - Weave - Pinch - Up/down	- Stencil - Template - Safety pin - Model	- Cross Stitch - Running stitch - Patch - Embellish	- Blanket stitch - Applique - Details - Appendages

	• Under/over		• Thread	
Learning Q's	• Can I explore threading and weaving? • Can I apply weaving skills to a specific material? • Can I apply threading skills to a specific material? • Can I design my own bookmark? • Can I create a textiles bookmark? • How do I reflect on my design?	• Can I explore different ways of joining fabric? • Can I use a simple template to cut out a character? • How do I join fabric using my preferred choice? • Can I decorate my puppet using joining methods?	• What is cross stitch and applique? • How do I develop and use a template? • Can I use templates to cut fabric to form the base of a collar? • How can I decorate fabric using cross stitch and applique?	• Can I design a landscape pattern using a simple template? • How do I join fabric using a blanket stitch? • Can I create and add decorations to fabric? • What do I include in a detailed evaluation?