KS2 DT Curriculum Plan

Year 3/4/5/6	Autumn Christmas		Spring Easter		Summer	
	Y3/4	**Y5/6**	**Y3/4**	**Y5/6**	**Y3/4**	**Y5/6**
Year A	**Food product linked to topic** Follow instructions. Join and combine a range of ingredients (for example snack foods). Work safely and hygienically. Understand a balanced diet. Measure and weigh food items.	**Food product linked to topic** Select and prepare foods for a particular purpose Weigh and measure using scales Cut and shape ingredients using appropriate tools and equipment (for example grating). Join and combine	**Textiles product linked to topic** Understand seam allowance. Join fabrics using running stitch, over sewing and back stitch. Explore fastenings and recreate some (for example sew on buttons and make loops). Produce a prototype	**Textiles product linked to topic** Create 3D products using pattern pieces and seam allowance Understand pattern layout Decorate textiles appropriately, often before joining components Pin and tack fabric pieces together Join fabrics using	**Sheet materials product linked to topic** Cut slots and internal shapes. Use lolly sticks/cards to make levers and linkages. Use linkages to make movement larger or more varied. Use and explore	**Sheet materials product linked to topic** Cut slots. Cut accurately and safely to a marked line. Join and combine materials with temporary, fixed or moving joinings. Use a craft knife, cutting mat and safety ruler under

	Eat something you've not tried before	food ingredients appropriately (for example beating, rubbing in). Decorate appropriately. Work safely and hygienically. Understand a balanced diet. Plan and cook a meal Organise tea for parents and carers	using J cloths. Use appropriate decoration techniques (for example appliqué). Create a simple pattern. Make chocolate Learn to sew a button new	over sewing, back stitch and blanket stitch Combine fabrics to create more useful properties Make a dessert Learn to knit	more complex pop-ups. Create nets. **Construction materials product linked to topic** Incorporate a circuit with a bulb or buzzer into a model. Create shell or frame structures, strengthen frames with diagonal struts. Make structures more stable by giving them a wider base. Prototype frame and shell structures Measure and mark square selection, strip and dowel. Use glue gun under	one to one supervision. Choose an appropriate sheet material for the purpose. **Construction product linked to topic** Use a bradawl to mark hole positions Use a hand drill Cut strip wood, dowel, square section wood accurately Join materials Incorporate a motor and a switch into a model Control a model using an ICT program Use a cam to make an up and down

					supervision. Make a large scale model	mechanism Build a framework using a range of materials Use a glue gun under supervision Make a large scale model
	Y3/4	**Y5/6**	**Y3/4**	**Y5/6**	**Y3/4**	**Y5/6**
Year B	**Sheet materials product linked to topic** Cut slots and internal shapes. Use lolly sticks/cards to make levers and linkages. Use linkages to make movement larger or more varied. Use and explore more complex pop-ups.	**Sheet materials product linked to topic** Cut slots. Cut accurately and safely to a marked line. Join and combine materials with temporary, fixed or moving joinings. Use a craft knife, cutting mat and safety ruler under one to one supervision.	**Textiles product linked to topic** Understand seam allowance. Join fabrics using running stitch, over sewing and back stitch. Explore fastenings and recreate some (for example sew on buttons and make loops). Produce a prototype using J cloths. Use appropriate	**Textiles product linked to topic** Create 3D products using pattern pieces and seam allowance Understand pattern layout Decorate textiles appropriately, often before joining components Pin and tack fabric pieces together Join fabrics using over sewing, back stitch and blanket	**Food product linked to topic** Follow instructions. Join and combine a range of ingredients (for example snack foods). Work safely and hygienically. Understand a balanced diet. Measure and weigh food items. Eat something	**Food product linked to topic** Select and prepare foods for a particular purpose Weigh and measure using scales Cut and shape ingredients using appropriate tools and equipment (for example grating). Join and combine food ingredients appropriately (for

	Create nets. **Construction materials product linked to topic** Incorporate a circuit with a bulb or buzzer into a model. Create shell or frame structures, strengthen frames with diagonal struts. Make structures more stable by giving them a wider base. Prototype frame and shell structures Measure and mark square selection, strip and dowel. Use glue gun under supervision.	Choose an appropriate sheet material for the purpose. **Construction product linked to topic** Use a bradawl to mark hole positions Use a hand drill Cut strip wood, dowel, square section wood accurately Join materials Incorporate a motor and a switch into a model Control a model using an ICT program Use a cam to make an up and down mechanism Build a framework	decoration techniques (for example appliqué). Create a simple pattern. Make chocolate Learn to sew a button new	stitch Combine fabrics to create more useful properties Make chocolate Learn to knit	you've not tried before	example beating, rubbing in). Decorate appropriately. Work safely and hygienically. Understand a balanced diet. Plan and cook a meal Organise tea for parents and carers

	Make a large scale model	using a range of materials Use a glue gun under supervision. Make a large scale model				

Activity passport experiences

Key Stage 1	**Key Stage 2**
Design • Design purposeful, functional and	Design • Use research and develop design criteria to

appealing products for themselves and others users based on design criteria. • Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. Make • Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing). • Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Evaluate • Explore and evaluate a range of existing products. • Evaluate their ideas and products against design criteria. Technical Knowledge • Build structures, exploring how they can be made stronger, stiffer and more stable.	inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. • Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. Make • Select from and use a wider range of tools and equipment to perform practical tasks (for example cutting, shaping, joining and finishing), accurately. • Select from and use a wider range of materials, textiles and ingredients, according to their functional properties and aesthetic qualities. Evaluate • Investigate and analyse a range of existing products. • Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. • Understand how key events and individuals in design and technology have helped shape

• Explore and use mechanisms (for example, levers, sliders, wheels and axles) in their products. Cooking and nutrition • Use the basic principles of a healthy and varied diet to prepare dishes. • Understand where food comes from.	the world. Technical Knowledge • Apply their understanding of how to strengthen, stiffen and reinforce more complex structures • Understand and use mechanical systems in their products (for example gears, pulleys, cams, levers and linkages). • Understand and use electrical systems in their products (for example series circuits incorporating switches, bulbs, buzzers and motors). • Apply their understanding of computing to programme, monitor and control their products. Cooking and nutrition • 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.