Updated 2022-23

CURRICULUM SUMMARY Design & Technology – Years 3-6 Overview

	Year 3	Year 4	Year 5	Year 6
Design & Technology	**Nutrition** – Identify food groups **Food technology** – Make a scone **Textiles** – Sew a button and make a book mark **Electrical and mechanical** – Design a torch **Stiff materials** – Make a Trojan horse **Mouldable materials** – Make a clay bowl or jug	**Nutrition** – Balanced diet **Food technology** –Make a gingerbread house/man/igloo **Textiles** – Bayeux tapestry inspired sewing **Electrical and mechanical** – Design a trebuchet **Stiff materials** – Make a Roman shield **Mouldable materials** – Make an erupting volcano	**Nutrition** – Organic/fresh produce **Food technology** – Honey cakes **Textiles** – Create the American flag (or patchwork of the States) **Electrical and mechanical** – Create a moving car using K'nex **Stiff materials** – Make a Viking longship **Mouldable materials** – Create an Egyptian mask	**Nutrition** – Processed food **Food technology** – Mayan cornflour wraps or host three-course meal to secondary teachers **Textiles** – Make do and mend **Electrical and mechanical** – Create a model of the Itaipu dam **Stiff materials** – Make a model bunker **Mouldable materials** – salt clay Mayan artefacts

Our rationale for sequencing the subject in this way

Design Technology is a hands-on, engaging and popular subject which our children really enjoy. At Whitehall Junior School, we have deliberately planned our curriculum to make our units of study purposeful; they are also inspired by our history and geography learning. By taking a considered approach, our children are not simply making products 'for the sake of it' but to revisit, review and further develop their technological skills and cultural capital while making genuine cross-curricular links to other subjects.

Design Technology provides children with the fundamental skills that they will need throughout their lives, for example, being able to sew a button back onto an item of clothing, bake a cake or understand how a simple circuit works. Each year, there are six units of study. These are: food technology, textiles, mouldable materials, stiff materials and nutrition. Specific unit skills are taught from Year 3 and these are built on each year, following a spiral curriculum. For example, in textiles, children use a Binca canvas to create a bookmark in Year 3 and by Year 6 they are being exposed to the use of a sewing machine. Without these skills being revisited and built upon each year, these would not 'stick'.

Our focus is always on the skills taught in each unit, rather than the end product. The children must know, for example, how to thread a needle in Year 3 to be ready to move onto an independent running stitch in Year 4. Throughout each unit, self and peer evaluations are used continuously, not just at the end, to encourage refinements to be made throughout the design process. Throughout each unit, children are taught the design process of: research (material choices), design (design brief and considerations), make and evaluate to develop their understanding of a project and how a product is made, using careful considerations and continuous evaluation.