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| **Stukeley Federation Design and Technology – UKS2**  Throughout the year the children will cover a variety of aspects of the design and technology curriculum to ensure all children:   * develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world * build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users * critique, evaluate and test their ideas and products and the work of others * understand and apply the principles of nutrition and learn how to cook. | |
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| **Autumn 2** | **Fair Trade**  **Developing, planning & communicating ideas**  Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes.  Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose.  **Food & Nutrition**  Know how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source.  Understand how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking.  **Evaluating processes & products**  Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests.  Evaluate their work both during and at the end of the assignment.   * Fair-Trade bread * understanding seasons may affect food available * knowing that food is grown & caught in the UK, Europe & the wider world * understanding that food & drink can contain different substances |
| **Spring 1** | **Volcanoes**  **Developing, planning & communicating ideas**  Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces.  Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose.  **Working with tools, equipment, materials and components to make quality products**  Confidently select appropriate tools, materials, components and techniques and use them.  Use tools safely and accurately.  **Evaluating processes & products**  Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests.  Evaluate their work both during and at the end of the assignment.   * Mechanical systems pulleys & levers (linked to science) * Gears and cams * understand how mechanical systems create movement * make a moveable object |
| **Summer 1** | **Ancient Greece**  **Developing, planning & communicating ideas**  Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces.  Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose.  **Working with tools, equipment, materials and components to make quality products**  Confidently select appropriate tools, materials, components and techniques and use them.  Use tools safely and accurately.  **Evaluating processes & products**  Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests.  Evaluate their work both during and at the end of the assignment.   * *Design and create a key ring* * *Use Tinkercad on iPad* * *Use 3D printer* |