

Design and Technology LKS2

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.

Autumn Term	<p><u>Sewing (Purses)</u></p> <ul style="list-style-type: none"> • To generate ideas for an item considering its purpose and the user/s • To be able to sew using a range of different stitches to weave and knit • To demonstrate how to measure, tape or pin, cut and join fabric with some accuracy • To begin to use finishing techniques to strengthen and improve the appearance of their product • To evaluate their product against original design • To start to evaluate work both during and at end of assignment
Summer 1	<p><u>Food and Nutrition</u> (Rainforest Bread)</p> <ul style="list-style-type: none"> • To research fruits & animals from the rainforest? • To design their animal shaped bread with a fruit filling • To learn techniques for breadmaking (hedgehog cuts, rolling, plaiting) • To begin to understand how to use a range of techniques such as peeling, chopping, slicing, grating • To understand how to prepare and cook dishes safely and hygienically • To make animal breads with rainforest flavors • To evaluate their bread against original design and suggest changes for next time
Summer 2	<p><u>Planning and Use of tools</u> (Viking Boats)</p> <ul style="list-style-type: none"> • To research what the purpose of a boat is. What are the features of Viking Longboats. • To design a boat for some visitors and make labelled drawings from different views showing different features • To learn joining skills • To learn about waterproofing • To make a Viking Longship • To adapt my design (e.g. be scary to the people they are going to invade/ wind powered/ must hold...people and their weapons) • To test boats to see how waterproof they are • To evaluate and test product and suggest changes for next time.