

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.

Autumn 2	<p><u>Fair Trade</u> 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.</p> <p>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.</p> <p>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.</p> <ul style="list-style-type: none"> • Fairtrade UK has bought too much cocoa powder ,can the children make a cocoa product and design a persuasive poster to help sell it?
Spring 1	<p><u>Ancient Mayans</u> 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.</p>

	<p>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.</p> <p>Evaluating processes & products (1 session) 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. pulley & levers (linked to science) understand how mechanical systems create movement</p> <ul style="list-style-type: none"> • Make and design an invention to move blocks to build a pyramid
<p>Summer 1</p>	<p><u>Ancient Greece</u> 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.</p> <p>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.</p> <p>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.</p> <ul style="list-style-type: none"> • <i>Design and make a container to hold a drink for a Greek feast</i>