Design & Technology Curriculum							
Year Group		HT1	HT2	HT3	HT4	HTS	HT6
	Subject	Art	DT	Art	DT	Art	DT
Year 1	Unit		Build: Toy Making Cross-curricular link- History (Toys in Time)		Sew: Joining Fabrics Cross-curricular link- Science (Materials - HT1)		Cook: Traditional Picnic Food Cross-curricular link- Geography (Beside the Sea) and inline with trip to Brighton Beach
	Objectives	Art & Technology Unit	<ul> <li>Generate lides and simple design criteria Develop and communicate ideas through drawings and mock-ups.</li> <li>Select a range of tools and equipment and materials to perform practical tasks.</li> <li>Explore where and axles and evaluate their ideas and products against original criteria.</li> </ul>	Art & Technology Unit	Design a functional, appealing product for a chosen user and purpose.     Generate, develop, and communicate ideas.     Use a range of textiles, tools and equipment to perform practical tasks.     Explore and evaluate existing textile products and their own ideas and products.     Understand how 3-D textile products are made, using joining, templates and finishing to create two identical shapes.	Art & Technology Unit	Generate ideas and develop design criteria for an appealing product for a user and purpose. Plan the main stages of a recipe, listing ingredients, utensis and equipment. Select from a range of ingredients to make appropriate food products. Carry out and range of ingredients to make appropriate food products. Know a range of appropriate ingredients, and whether they are grown, reared or cught.
	Subject	Art	DT	Art	DT	DT	Art
Year 2	Unit	Unit Dijectives	Build: Making Fire Englines Cross-curricular link- History (GFoL) and Science (materials)	Build: Making Fire Englines s-curricular link- History (GFoL) and Science (materials) rate ideas and simple design criteria. op and communicate ideas through gs and mock-ups. a range of tools and equipment and is to perform practical tasks. re wheels and advase and evaluate their nd products against original criteria.	Cook: Healthy food Cross-curricular link- RE (Christianity)	Sew: Our Fabric Faces Cross-curricular link- History (They Made a Difference)	Art & Technology Unit
	Objectives		<ul> <li>Generate uses and simple design criteria.</li> <li>Develop and communicate ideas through drawings and mock-ups.</li> <li>Select a range of tools and equipment and materials to perform practical tasks.</li> <li>Explore wheels and axles and evaluate their ideas and products against original criteria.</li> </ul>		<ul> <li>Generate locas and develop design criteria for an appealing product for a user and purpose.</li> <li>Plan the main stages of a recipe, listing ingredients, utensils and equipment.</li> <li>Select from a range of ingredients to make appropriate food products.</li> <li>Carry out and record evaluations of a variety of ingredients and products.</li> <li>Know a range of appropriate ingredients, and whether they are grown, reared or cupht.</li> </ul>	<ul> <li>Design a Tunctional, appeaint product to a Chosen user and purpose.</li> <li>Generate, develop, and communicate ideas.</li> <li>Use a range of textiles, tools and equipment to perform practical tasks.</li> <li>Explore and evaluate existing textile products and their own ideas and products.</li> <li>Understand how 3-D textile products are made, using joining, templates and finishing to create two identical shapes.</li> </ul>	
	Subject	Art	DT	Art	DT	DT	Art
Year 3	Unit	Art & Technology Unit	Sew: Christmas Tree Decorations (felt robins and snowmen) Cross-curricular link- RE (Christianity- sell at		Build: Shadow Pupets Cross-curricular link- Science (Light and	Cook: Traditional French food Cross-curricular link- French (Food Unit) &	Art & Technology Unit
	Objectives		Jingle Mingle) Generate design criteria for an appealing, functional product for specific users. Produce annotated sketches, prototypes, Inal product sketches and pattern pieces. 5 select fabrics and fasternings according to Investigate a range of 3-D textile products. I investigate a range of 3-D textile products.	Art & Technology Unit	Designa functional, appealing product for a chosen user and purpose. • Generate, develop, and communicate ideas. • Use a range of textiles, tools and equipment to perform practical tasks. • Explore and evaluate existing textile products and their own ideas and products. • Understand how 3-D textile products are made, using joining, templates and finishing to create two identical shapes.	Geography (catopie) Geography (catopie) Geographic and develop design criteria for an appealing product for a user and purpose. • Plan the main stages of a recipe, listing impredients, utensis and equipment. • Select from a range of ingredients to make appropriate food products. • Carry out and record evaluations of a variety of ingredients and products. • Know a range of appropriate ingredients. • Now a range of appropriate ingredients.	
Year 4	Subject	Art	DT	Art	Art	DT	DT
	Unit Objectives	Art & Technology Unit	Cook/Structures: Food packaging Cross-curricular link: RE (Christianity-sell food at lingle Mingle) • Generate and develop realistic ideas and design criteria collaboratowky and through analysis of existing products. • Order the stages of making; selecting tools and using with some accuracy. • Investigate and evaluate shell structures. • Text and evaluate own products against design criteria and intended user and purpose.	Art & Technology Unit	Art & Technology Unit	Sew: Money bags Cross-curricular link- Maths (Money) • Generate design criteria for an appealing, functional product for specific users. • Produce annotated sketches, prototypes, final product sketches and pattern pieces. • Select fabrics and fastening according to their functional characteristics. • Investigate a range of 3-D textile products. • Test their product against the original criteria and with the intended user.	Build: Buzzer Games Cross-curricular link- Science (Electricity) • Use annotated sketches, crosssectional and exploded diagrams to develop and communicate ideas. • Select and use tools with some accuracy to cut, shape, join and finish. • Use construction materials and electrical properties and aesthetic qualities. • Understand and use electrical systems in their products, such as series circuits incorooratine switches. builds and buzzers.
	Subject	Art	DT	Art	DT	DT	Art
Year 5	Unit		Mechanical Systems: Gears and Pulleys		Build: Kite Making	Cook: Soups - Celebrating culture and seasonality	
	Objectives	Art & Technology Unit	<ul> <li>Generate a design from research; develop a specification, model and communicate ideas.</li> <li>Produce lists of tools and materials and plants to make accurately assembled and well finished products within constraints.</li> <li>Compare final product to the original specification; test products with the intended user and critically evaluate the product, considering the views of others.</li> <li>Investigate famous manufacturing and engineering companies relevant to the project.</li> </ul>	Art & Technology Unit	Changes in Materials) • Explain how a small event led to a larger significant even in Design and Technology which helped shape the world. • Use research to create ideas and refine them to develop design criteria. • Build and join strong frame structures and stiffen materials. • Apply their understanding of where and how kites need stiffening.	USB-UNITAUM INF. INSOLV (BagRoad and Middle East) • Generate and explore innovative ideas through research and discussion to develop a design brief. • Write a step-by-step recipe, including a list of ingredients, equipment and utensils. • Using appropriate utensils and equipment accurately, make, decorate and present a flood product for the intended user and purpose. • Evaluate a range of relevant products and ingredients and the final product with reference to the design brief and specification. • Understand seasonality and the source of different food products.	Art & Technology Unit
	Subject	Art	DT	Art	DT	Art	DT
Year 6	Unit Objectives	Art & Technology Unit	Cook: Christmas Ginger Buscuits Cross-curricular link- RE (Christianity-sell at Jingle Mingle) • Generate and explore innovative ideas through research and discussion to develop a design brief. • Write a step-by-step recipe, including a list of ingredients, and upionent and utensils. • Using appropriate utensils and equipment accurately, make, decorate and present a food product for the intended user and purpose. • Evaluate a range of relevant products and ingredients and the final product with reference to the design brief and specification. • Understand seasonality and the source of different food products.	Art & Technology Unit	Buld: Frame Strucutres as WW2 shelters Cross-curricular link- History • Formulate a plan with a step-by-step list of tasks and resources. • Use tools to accurately measure, mark out, cut, shape and join materials to make frameworks. • Use finishing techniques suitable for the product and critically evaluate their products against a range of criteria. • Research key events and individuals relevant to frame structures.	Art & Technology Unit	Build / Sew / Cook: Dragons Den (Stall for Summer Fair)     Cross-curricular link- PSHE (Citizenship)     Generate and explore innovative ideas through research and discussion to develop a design brief.     Write a step-by-step recipe, including a list of ingredients, equipment and utensils.     Using appropriate utensils and equipment accurately, make, decorate and present a food product for the intended user and purpose.     Evaluate a range of relevant products and ingredients, and the final product with reference to the design brief and specification.     Understand seasonality and the source of different tod orducts