

## **DESIGN & TECHNOLOGY MEDIUM TERM OVERVIEW**



## **DESIGN & TECHNOLOGY**

INTENT – Luddenden CE School is committed to providing an environment which promotes creativity and innovation. We aim to inspire children through a broad range of practical experiences to create innovative designs based on real and relevant contexts.

Each unit encourages children to identify problems, critically evaluate existing products and then take risks and innovate when designing their own products. Core values in Design and Technology are curiosity, endurance, compassion and courage.

IMPLEMENTATION: The Kapow scheme of work will for the core Design & Technology curriculum. Children are given the opportunity across every year group to design, plan, make & evaluate through practical lessons. They will practise skills, utilise prior knowledge and be introduced to new ideas as they move through school. Cooking skills and understanding of nutrition are also developed in every year group.

IMPACT: Children build on their wealth of skills and understanding now and in the future. Children show competences in improving their resilience and perseverance by continually evaluating and improving their work. Children develop gross and fine motor.

Autumn Spring Summer **Colour & Texture Painting & Drawing** Cutting, joining & assembling **Structures - Junk Modelling** Structures - Boats **Making Smoothies** Lesson 1- Exploring junk modelling Lesson 1- Waterproof materials Lesson 1- Fruits Lesson 2- Floating and sinking Lesson 2- Cutting and scissor skills Lesson 2- Growing Lesson 3- Choosing resources Lesson 3- Comparing boats Lesson 3- Cutting and Juicing Lesson 4- Making models Lesson 4- Investigating boats **Lesson 4- Testing Ingredients** Lesson 5- Making smoothies Lesson 5- Designing boats Lesson 6- Creating and testing boats Lesson 6- Evaluating Year 1 Design & make a puppet Design a moving vehicle with wheels **Making Smoothies** Lesson 1- How do wheels move? Lesson 1- Joining fabrics Lesson 1- Fruits Lesson 2- Designing my puppet Lesson 2- Fixing broken wheels Lesson 2- Growing Lesson 3- Making and joining my puppet Lesson 3- Designing a vehicle Lesson 3- Cutting and Juicing Lesson 4- Wacky races **Lesson 4- Testing Ingredients** Lesson 4- Decorating my puppet Lesson 5- Making smoothies Lesson 6- Evaluating Design & make a pouch Mechanisms - Fairground wheel Making a wrap Year 2/3 Lesson 1- Running Stitch Lesson 1- Design a fairground wheel Lesson 1- Food groups Cycle A Lesson 2- Using a template Lesson 2- Planning the build Lesson 2- Balanced meals Lesson 3- Making a pouch Lesson 3- Building the frame and wheels **Lesson 3- Preparing Ingredients** Lesson 4- Decorating a pouch Lesson 4- Surveying design options Lesson 4- Taste testing ingredients Lesson 5- Adding pods and decoration Lesson 5- Planning recipes Lesson 6- Creating and evaluating wraps Making a moving monster Making a castle Year 2/3 **Eating Seasonally** Lesson 1- Pivots, levers and linkages Lesson 1- Food around the world Lesson 1- Features of a castle Cycle B Lesson 2- Making linkages Lesson 2- Seasonal food Lesson 2- Designing a castle Lesson 3- Designing my monster Lesson 3- Cutting and peeling Lesson 3- Nets and structures Lesson 4- Making my monster Lesson 4- Tasting seasonal ingredients Lesson 4- Building a castle Lesson 5- Making a mock up Lesson 6- Evaluating seasonal tarts Year 4/5 **Mechanical Cars** Adapting a Recipe **Electric Poster** Lesson 1- Prototype One: Inclined plane **Lesson 1- Existing Biscuits** Lesson 1- Information Design Cycle A Lesson 2- Prototype Two: Slingshot car Lesson 2- Basic Biscuits Lesson 2- Topic Research Lesson 3- Prototype Three: Wind up car Lesson 3- Budgeting Lesson 3- Design Development Lesson 4- Mechanical toy car kit: Lesson 4- Packaging Lesson 4- Electric poster assembly Lesson 5- Market Research Designing Lesson 5- Mechanical toy car kit: Lesson 6- Evaluating biscuits Making and Evaluating Year 4/5 Structures - Bridges **Developing a Recipe Textiles - Fastenings** Lesson 1- From farm to fork Lesson 1- Evaluating fastenings Cycle B Lesson 1- Arch and Beam Bridges Lesson 2- Different Choices Lesson 2- Spaghetti Truss Bridges Lesson 2- Designing my book sleeve Lesson 3- Building Bridges Lesson 3- Nutritional Value Lesson 3- Paper mock up and preparing fabric Lesson 4- Finalising Bridges **Lesson 4- Preparing Ingredients** Lesson 4- Assembling my book sleeve Lesson 5- Designing Labels Lesson 6- Making Bolognese ear 6 Textiles – Stuffed Toys Nutrition - Come Dine with me Steady hand game Lesson 1- Designing a stuffed toy Lesson 1- Complimentary Flavours Lesson 1- Developing through play Lesson 2- Blanket stitch Lesson 2- Three ingredients, three courses Lesson 2- Game Plan Lesson 3- Details & appendages Lesson 3- Ingredients and Skills Lesson 3- Base building Lesson 4- Stuffed toy assembly Lesson 4- To start.... Lesson 4- Electronics and Assembly Lesson 5- The main course Lesson 6- Dessert