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| DT KS 2 |
| At Dane Ghyll Community Primary School pupils will be taught about:**Design*** use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
* generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

**Make** * select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
* select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

**Evaluate** * investigate and analyse a range of existing products
* evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
* understand how key events and individuals in design and technology have helped shape the world

**Technical knowledge** * apply their understanding of how to strengthen, stiffen and reinforce more complex structures
* understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
* understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
* apply their understanding of computing to program, monitor and control their products.

**Cooking and nutrition** As part of their work with food, pupils should be taught how to cook and apply the principles of nutrition and healthy eating. Instilling a love of cooking in pupils will also open a door to one of the great expressions of human creativity. Learning how to cook is a crucial life skill that enables pupils to feed themselves and others affordably and well, now and in later life. * understand and apply the principles of a healthy and varied diet
* prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
* understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.
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| DT – KS2 |
| **Year 3** | **Year 4** | **Year 5** | **Year 6** |
| * Stone Age Dwellings
* Light Boxes
* Photograph Frames
* Cooking - Eating Seasonally
* Cookery Club for all children throughout the year
 | * Jewish Sukkots
* Textiles - Sewing Stockings
* Canopic Jars
* Cooking - European Foods
* Viking Shields or Viking Boats
* Anglo Saxon Houses
* Musical Instruments
 | * Textiles – Cross Stitch
* Tudor Banquet
* Greek Vases
* Making Volcanoes
* Buddhist Prayer Flags
 | * Grow £5 Scheme
* Wartime Cooking
* Constructing 3D Maths Games for Year 2 children
* Steady Hand Electricity Game
* Textiles – Make do and Mend
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Children will also take part in seasonal crafts for Christmas, Easter, Halloween, Remembrance, Bonfire Night, Diwali and other Festivals.