

DT Key Stage 2

Year	NC link/BSq	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p style="text-align: center;">Key Stage 2</p> <p>Pupils should be taught to develop their basic skills within design and technology. These basic skills will be taught through different curriculum aspects such as woodwork, environmental, sewing and textiles, CAD, horticulture and forest school. Pupils will follow design, make and evaluate in their design and technology projects.</p> <p>Pupils should be taught:</p> <ol style="list-style-type: none"> 1. to design products based on a given criteria and be able to create their designs 2. to understand the importance of safety in design and technology and the impact that it can have 3. an introduction to horticulture and forest school and the importance of this on the environment around us <p>These skills are developed and nurtured over time with the delivery of this curriculum allowing pupils to create their own learning environment whereby they can thrive in design and technology.</p>							
Enrichment: Visits to Tam O'Shanter Urban Farm. Visits to alternative local schools to use their design and technology facilities.							
	Topic Covers skills and knowledge in Steps 5,	Woodwork In this woodwork unit, pupils will learn how to be safe in design and technology and the importance of	Environmental In this environmental unit, pupils will design, make and evaluate a plastic bird bottle feeder.	Sewing and textiles In this sewing and textiles unit, pupils will design, make and evaluate puppets.	C.A.D In this C.A.D unit pupils will learn how to use different types of computing software to	Horticulture In this horticulture unit, pupils will develop a basic understanding of horticulture. Pupils will also understand	Forest School In this forest school unit, pupils will be introduced to forest school and the health and safety aspects of forest

5/6	6, 7 and 8	<p>being safe in a design and technology classroom.</p> <p>Pupils will create a rollerball game.</p>	<p>Pupils will understand the importance of recycling and the impact that this has on the world around us.</p>	<p>Pupils will understand the basics of sewing and textiles.</p>	<p>create a product.</p>	<p>the importance of horticulture to us as human beings.</p>	<p>school. Pupils will learn about habitat making.</p>
	<p>Pupils should know... (Core knowledge and concepts to be learned)</p>	<p>How to be safe in a design and technology classroom.</p> <p>The importance of being safe in a design and technology classroom.</p> <p>Be able to use simple design and technology skills in order to achieve their intended work outcome.</p> <p>How to design a rollerball game based on a given criteria.</p>	<p>How to design a plastic bird bottle feeder against a given criteria.</p> <p>How to make a plastic bird bottle feeder based on their designs.</p> <p>How to evaluate their product against their previously given design criteria.</p> <p>Different cutting techniques and develop these skills.</p> <p>The importance of recycling and the impact that it can have.</p>	<p>How to explore ways of recycling materials such as old clothes.</p> <p>Different ways of designing puppets using these materials.</p> <p>How to make their design idea based on their designs.</p> <p>How to evaluate their final puppets against their given criteria.</p> <p>Basic skills in cutting work, needlework and embroidery.</p>	<p>Pupils will design a keyring using a given criteria.</p> <p>Pupils will make their keyring using the information from their design as well as the given criteria.</p> <p>Pupils will evaluate their product against the design criteria and their designs.</p> <p>Pupils will visit local schools in order to access the use of C.A.D and 3D printing</p>	<p>Pupils will gain a basic understanding of what horticulture is.</p> <p>Pupils will understand why horticulture is important to us.</p> <p>Pupils will begin to explore how we can utilise our horticulture skills around school.</p> <p>Basic horticulture skills will be introduced and developed.</p> <p>Pupils will research</p>	<p>Pupils will be introduced to the forest school at the school site.</p> <p>Pupils will be taught health and safety elements of how to behave appropriately at a forest school site and the importance of this.</p> <p>Pupils will explore the habitats of different living things in our world and look at the features of these habitats.</p> <p>Pupils will design,</p>

		<p>Which tools are the correct tools to use to make their rollerball game.</p> <p>How to evaluate their rollerball game against the previously given criteria.</p>	<p>The links that we have as a school to Tam O'Shanter Urban farm and how we work with them to make for a more environmentally friendly school.</p>	<p>The basic health and safety rules surrounding the use of a needle and thread.</p> <p>The different types of sewing, needlework and embroidery based on requirements.</p>	<p>devices.</p> <p>Pupils will gain a basic understanding of how C.A.D and 3D printing works and the communication between computer and printer.</p>	<p>different plants and their features and requirements.</p> <p>Pupils will grow their own plants based on information that they have researched.</p> <p>Pupils will maintain their plants.</p>	<p>make and evaluate a habitat for an animal based on a given criteria.</p>
	<p>Pupils should be able to do... (Skills being developed)</p>	<p>Explore how different tools work.</p> <p>Compare tools. Join different materials.</p>	<p>Join different materials.</p> <p>Identifies why a specific material is used for a task.</p> <p>Joins components using a variety of methods.</p>	<p>To be able to cut simple shapes using scissors.</p> <p>Join different materials.</p> <p>Draw round shape templates.</p>	<p>Make a simple drawing to illustrate their idea.</p> <p>Follow a simple pictorial plan to recreate a model.</p> <p>Communicates about what they think about their own work.</p>	<p>Indicates that changes have occurred due to their actions.</p> <p>Identifies sweet and sour foods after tasting.</p> <p>Describes food with simple language.</p> <p>Identifies that some</p>	<p>Identifies features of their setting on an aerial photograph.</p> <p>Draws a simple map.</p> <p>Identifies some familiar physical geographic features.</p> <p>Describes structures using terms related to shape and</p>

						plants give us food.	position.
	Key Terminology	Design, make, equipment, materials, joinery, technique.	Materials, components, recycling, environment, criteria.	Glue, staple, stitching, textiles, needlework, recycling.	Illustrate, pictorial, recreate, communication, computer printer.	Horticulture, features, importance, humans, plants.	Habitat, living things, world, explore