

Design and Technology Curriculum Coverage – St. Anthony’s Primary School

Through a variety of creative and practical activities, pupils at St Anthony's are taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making.

Design Research, criteria, idea generation, idea development, models/ prototypes, diagrams,	Make Select and use appropriate tools and equipment, select materials and components, health and safety	Evaluate Explore existing products, evaluate against design criteria, evaluate own & others ideas, understand how events & individuals have shaped world of DT, feedback for improvements	Technical Knowledge (encompasses the contextual, historical and technical understanding needed for each unit)
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The 6 Key Areas of the Design and Technology National Curriculum are:

Cooking and Nutrition	Mechanisms/ Mechanical systems	Structures	Textiles	Electrical Systems (KS2)	Digital World (KS2)
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Year	Structures	Mechanisms	Textiles	Cooking & Nutrition	Electrical systems	Digital world
EYFS	Junk modelling using glue, sellotape and masking tape, using scissors to cut paper & card	Simple paper slider mechanisms Explore how moving toys work – turning, pushing, pulling	Threading e.g. beads/ busy fingers/ weaving/ craft with fabric e.g. felt pictures	Explore & become familiar with fruit & veg. Playdough – pretend cooking/ home corner role play/ Baking with adults/ snack time		
				Unit – Soup (prior learning for Year 1 module 'Smoothies')		
Y1	<u>Unit 1 – Autumn Term</u> Constructing a windmill (prior learning – Junk modelling in EYFS)	<u>Unit 3 – Summer Term</u> Moving Story Book (prior learning – EYFS)		<u>Unit 2 – Spring Term</u> Smoothies (prior learning – EYFS unit soup)		
Key Vocabulary	Axle, sails, equal, rotate, strong, weak, base, evaluate, rotor, structure, wind, centre, middle, rotor blades, stable, test, windmill	Adapt, assemble, design, design criteria, input, mechanism, model, sliders, test		Blend, compare, evaluate, fruit, juice, ingredients, taste, plant, seed, stem, tree, leaf, vine, blender, cut, healthy, juicer, recipe, root, select, knife, fruit, vegetable, smoothie, chopping board		

Y2		Unit 3 – Summer Term Making a moving monster (prior learning – Year 1 unit Story Book)	Unit 2 – Spring Term Pouches (prior learning – EYFS Spring flower spreading)	Unit 1 Autumn Term A Balanced Diet (prior learning – Year 1 unit smoothies)		
Key Vocabulary (Highlighted words have been learnt in previous DT units)		Axle, design criteria, input, linkage, mechanical, pivot, output, wheel	Decorate, fabric, template, glue, knot, thread, needle, needle threader, thimble, running stitch, sew	Appearance, chopping board, dairy, design, review, cut, fruit, diet, ingredients, evaluate, snip, feel, proteins, smell, spread, grate, table knife, oil, vegetables, balanced, combination, menu, carbohydrate, scissors		
Y3		Unit 1 Autumn Term Pneumatic toys (prior learning – Year 2 moving monsters)	Unit 2 Spring Term Egyptian collars (prior learning Y2 Pouches)	Unit 3 Summer Term Eating seasonally – food miles (prior learning Y2 balanced diet)		
Key Vocabulary		Mechanism, lever, pivot, reinforce, linkage system, pneumatic system, input, motion, output, component, thumbnail sketch, research, adapt, properties	Asymmetrical, cross stitch, patch, running stitch, template, silk, applique, pinking, thread, cotton, fabric, polyester, symmetrical, unique	Appearance, complementary, design, fruit, climate, mock up, ingredients, mountain, seasonal, taste, cut, polar, tropical, country, evaluate, grate, export, texture, peel, seasons, temperature, vegetable, import, weather		
Y4	Unit 1 Autumn Term Pavilions (prior learning – Year 1 constructing a windmill)	Unit 2 Spring Term Making slingshot car (prior learning – Year 3 pneumatic toys)			Unit 3 Summer Term Torches	
Key Vocabulary	3D shapes, design criteria, evaluation, innovation, natural, function, structure, reinforce, pavilion, cladding, aesthetic, texture,	Chassis, energy, kinetic, mechanism, air resistance, design, structure, graphics, research, model, template			Battery, circuit diagram, electrical item, insulator, target audience, wire, bulb, component, electricity, series circuit, test, buzzer,	

					conductor, electronic item, switch, torch,	
Y5	<i>(K-Nex workshop in Spring Term)</i>	<u>Unit 1 Autumn Term</u> Making a pop-up book <i>(prior learning – Y4 slingshot car)</i>	<u>Unit 2 Spring Term</u> Stuffed toys <i>(prior learning – Y3 Egyptian collars)</i>	<u>Unit 3 Summer Term</u> Developing a recipe <i>(prior learning Y3)</i>		
Key Vocabulary		Design, input, mechanism, criteria, reinforce, model, motion, research	Accurate, blanket-stitch, evaluation, shape, annotate, design criteria, fabric, stuffed toy, appendage, detail, sew, stuffing, template	Abattoir, farm, recipe, equipment, beef, ingredients, adaptation, grate, cross-contamination, nutrient, brand, label, enhance, preference, cut, nutrition, press, safety, balanced, cook, design, evaluate, hygiene, measure, nutritional value, process, theme		
Y6	<u>Unit 2 – Spring Term</u> Playgrounds <i>(prior learning Y4 – Pavilions)</i>			<u>Unit 3 – Summer Term</u> Come dine with me <i>(prior learning Y5)</i>		<u>Unit 1 Autumn Term</u> Navigating the world
Key Vocabulary	Apparatus, design criteria, equipment, playground, landscape, features, cladding			Balance, bitter, bridge method, complement, cookbook, cross-contamination, enhance, equipment, farm to fork, flavours, ingredients, method, pairing, preparation, recipe, research, salty, sour, storyboard, sweet, umami		Application (apps), biodegradable, boolean, cardinal compass, client, corrode, design brief, design criteria, duplicate, environmentally friendly, equipment, function, GPS tracker, statement, lightweight, mouldable, navigation, product lifecycle, product lifespan, program, recyclable, replica, smart, smartphone, sustainable design, value, variable

