

Brookside Primary School Curriculum Knowledge Map

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Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Key Stage 1						
Year 1/2 A	<p>Clay modelling</p> <p>Design design purposeful, functional, appealing products for themselves and other users based on design criteria, generate, develop, model and communicate their ideas through talking, drawing, templates,</p> <p>Make select from and use a range of tools and equipment to perform practical tasks select from and use a wide range of materials and components</p> <p>Evaluate Explore and evaluate a range of existing products</p> <p>Technical knowledge Build structures, exploring how they can be made stronger, stiffer and more stable</p>		<p>Medieval recipes Design a shield Making a catapult/trebuchet</p> <p>Design design purposeful, functional, appealing products for themselves and other users based on design criteria, generate, develop, model and communicate their ideas through talking, drawing, templates,</p> <p>Make select from and use a range of tools and equipment to perform practical tasks select from and use a wide range of materials and components</p> <p>Evaluate Explore and evaluate a range of existing products</p> <p>Technical knowledge Build structures, exploring how they can be made stronger, stiffer and more stable</p>		<p>Design and build a working submarine.</p> <ul style="list-style-type: none"> Consider materials for waterproofing (science link) Diorama of an under the sea scene including papier Mache. <p>Design design purposeful, functional, appealing products for themselves and other users based on design criteria, generate, develop, model and communicate their ideas through talking, drawing, templates,</p> <p>Make select from and use a range of tools and equipment to perform practical tasks select from and use a wide range of materials and components</p> <p>Evaluate Explore and evaluate a range of existing products</p> <p>Technical knowledge Build structures, exploring how they can be made stronger, stiffer and more stable</p>	
Year 1/2 B	<p>Design and build a puppet</p> <p>Design design purposeful, functional, appealing products for themselves and other users based on design criteria, generate, develop, model and communicate their ideas through talking, drawing, templates,</p> <p>Make select from and use a range of tools and equipment to perform practical tasks select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p> <p>Evaluate explore and evaluate a range of existing products evaluate their ideas and products against design criteria</p> <p>Technical knowledge build structures, exploring how they can be made stronger, stiffer and more stable</p>		<p>Design and build a toy</p> <p>Design design purposeful, functional, appealing products for themselves and other users based on design criteria, generate, develop, model and communicate their ideas through talking, drawing, templates,</p> <p>Make select from and use a range of tools and equipment to perform practical tasks select from and use a wide range of materials and components</p> <p>Evaluate Explore and evaluate a range of existing products</p> <p>Technical knowledge Build structures, exploring how they can be made stronger, stiffer and more stable</p>		<p>Design and build a famous British landmark</p> <p>Design design purposeful, functional, appealing products for themselves and other users based on design criteria, generate, develop, model and communicate their ideas through talking, drawing, templates,</p> <p>Make select from and use a range of tools and equipment to perform practical tasks select from and use a wide range of materials and components</p> <p>Evaluate Explore and evaluate a range of existing products</p> <p>Technical knowledge Build structures, exploring how they can be made stronger, stiffer and more stable</p>	

Key Stage 2

<p>Year 3/4 A</p>	<p>Design, make and evaluate a boat</p> <ul style="list-style-type: none"> investigate and analyse a range of exiting products use annotated sketches to design products select from and use a wider range of materials and components evaluate their ideas and products against their own design criteria 		<p>Cooking</p> <ul style="list-style-type: none"> a recipe from the stone age applying heat in different ways become competent in a range of cooking techniques. <p>Stone Age Shelter</p> <ul style="list-style-type: none"> select from and use a wider range of tools and equipment to perform practical tasks accurately understand how shelters changed from the stone age to the iron age and understand how key events have helped shape the world
<p>Year 3/4 B</p>	<p>Egg drop</p> <ul style="list-style-type: none"> 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 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 <p>apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p>	<p>Bicester Market Stall</p> <ul style="list-style-type: none"> understand and apply the principles of a healthy and varied diet – link to science prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques <p>understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p>	<p>Roman chariot</p> <ul style="list-style-type: none"> 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 select from and use a wider range of tools and equipment to perform practical tasks 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 <p>understand how key events and individuals in design and technology have helped shape the world</p>

<p>Year 5/6 A</p>	<p>Sewing</p> <ul style="list-style-type: none"> • Poppies • Performing practical tasks accurately 	<p>Cooking</p> <ul style="list-style-type: none"> • A recipe from early 20th century • Preparing ingredients • Using utensils • Applying heat in different ways 	<p>Pulleys & Levers</p> <ul style="list-style-type: none"> • K'nex construction kits • Comparing lever mechanisms • How levers change direction • Where levers are used • Types of pulley system • How pulleys change the amount of force used • Strengthening and stiffening products • Mechanical systems 	<p>Saxon Jewellery</p> <ul style="list-style-type: none"> • Brooches and necklaces • Selecting tools and equipment • Evaluate ideas and products <p>Weaving</p> <ul style="list-style-type: none"> • Anglo-Saxon inspired weave <p>3d Model Saxon Village</p> <ul style="list-style-type: none"> • use a wide range of tools and equipment to perform practical tasks accurately • select from and use a wider range of construction materials according to their functional properties and aesthetic qualities • Strengthening and stiffening products 	
<p>Year 5/6 B</p>	<p>Pottery</p> <ul style="list-style-type: none"> • Investigating styles and designs of Ancient Greek pots • Select tools to perform practical tasks • Stiffening and reinforcing structures • Evaluate end products <p>Great Greek Inventions</p> <ul style="list-style-type: none"> • Dragon's den presentations • Understand how key individuals helped shaped the world 	<p>Cooking</p> <ul style="list-style-type: none"> • Greek honey bread • Preparing ingredients • Using utensils • Applying heat in different ways 	<p>Using Computers to programme, monitor and control products</p> <ul style="list-style-type: none"> • Science Oxford loan kits • Using electrical systems • Apply understanding of computing to programme, monitor and control products <p>Wind turbines</p> <ul style="list-style-type: none"> • Propeller prototypes • Exploded diagrams <p>Evaluate end-product</p>	<p>Computer Aided Design</p> <p>Bridges of London</p>	<p>Stage Design (for school production)</p> <ul style="list-style-type: none"> • Scenery • Props • Strengthen, stiffening <p>Use tools to perform tasks accurately</p>