

Design Technology Curriculum Content

Design Technology Curriculum Content			
Nursery			
	Nursery - Autumn 2022	Nursery - Spring 2023	Nursery - Summer 2023
	Key Theme/Text	Key Theme/Text	Key Theme/Text
	Autumn 1 - All About Me and My World - My big book of Families, Colour Monster. Autumn 2 - Festivals and Celebrations – Mixed	Spring 1 - Lifecycles - The Very Hungry Caterpillar, Growing Frogs Spring 2 - Plants - Jasper’s Beanstalk, Titch- Human Lifecycle	Summer 1 – Farm – Old Macdonald had a Farm, Non Fiction – weekly animal. Summer 2- The Three Little Pigs
	Sticky Knowledge	Sticky Knowledge	Sticky Knowledge
	<ul style="list-style-type: none"> • A spoon is used to mix. • A knife can be used to spread. • Models can be made with boxes and bricks. 	<ul style="list-style-type: none"> • Joining is when two things are put together. • Glue and tape can join things together. • A knife is also used to cut food. • Scissors can cut things. 	<ul style="list-style-type: none"> • Scissors, glue, spoons and knives are all tools. • A peeler is used to take the peel or skin off food. • A spoon is not used to cut. • A knife is not used to mix. • When a model is finished you can show somebody.
	Procedural Knowledge	Procedural Knowledge	Procedural Knowledge
	<ul style="list-style-type: none"> • I use my imagination to build. • I talk about my ideas. • I mix using tools. • I spread using tools. • I use my senses to explore different materials. • I make a simple model. 	<ul style="list-style-type: none"> • I join materials. • I join materials in different ways. • I cut using tools. • I make models for specific purposes. 	<ul style="list-style-type: none"> • I choose the most effective materials, tools and techniques for a purpose. • I explain my choices. • I work with my friends. • I cut, mix and peel food.
	Disciplinary knowledge	Disciplinary knowledge	Disciplinary knowledge
	<ul style="list-style-type: none"> • Spoons can be used to mix. • When baking a spoon is used to mix. • A knife can be used to spread. • When baking a knife is used to spread. • Models can be made with lots of different things. 	<ul style="list-style-type: none"> • Joining is when two things are put together. • Glue and tape can join things together. • A knife is also used to cut food. • Scissors can cut things. 	<ul style="list-style-type: none"> • Scissors, glue, spoons and knives are all tools. • A peeler is used to take the peel or skin off food. • A spoon is not used to cut. • A knife is not used to mix. • When a model is finished you can show somebody. • People can work together.

Reception					
Reception - Autumn 2022		Reception- Spring 2023		Reception - Summer 2023	
Key Theme/Text		Key Theme/Text		Key Theme/Text	
All About Me	The Stickman	Owl Babies	Little Red Hen	Oliver's Vegetables.	Mad about Minibeasts What the Ladybird Heard.
Design and make a Stick Man Cooking linked to a celebration		Create a Shelter Make bread		Create a Habitat for a Minibeast Create a Fruit Salad	
Sticky Knowledge		Sticky Knowledge		Sticky Knowledge	
<ul style="list-style-type: none"> • A plan is a drawing of what we are going to make. • When building I will choose the right tool to use. • Different tools do different jobs. • When cutting, a bridge shape is made with the hand. • Evaluation is saying if it went well or not. 		<ul style="list-style-type: none"> • Research helps to find things out. • When making it is important to try out different tools. • When making it is important to try out different materials. • Tools must be used safely. • Evaluation is saying if it went well or not. 		<ul style="list-style-type: none"> • Design is to plan and draw what we will make. • When designing you choose how to make something. • Food is sliced using a knife. • Slicing is to cut off a thin piece. • Evaluation is saying if it went well or not. 	
Procedural Knowledge		Procedural Knowledge		Procedural Knowledge	
<ul style="list-style-type: none"> • I hold mark making tools with increasing control. • I choose the most effective materials, tools and techniques. • I explain my choices. • I work cooperatively. • I chop food using a knife safely. 		<ul style="list-style-type: none"> • I use tools safely. • I select effective tools, • I choose techniques and apply them. • I chop and peel a range of foods. 		<ul style="list-style-type: none"> • I use cutting tools safely. • I use peeling tools safely. • I select effective tools. • I plan and design a product. • I choose techniques and apply them confidently. • I talk about my work and justify my choices. • I slice food safely using tools. 	
Disciplinary knowledge		Disciplinary knowledge		Disciplinary knowledge	
<ul style="list-style-type: none"> • A plan is a drawing of what we are going to make. • When making a model the plan needs to be used. • When building and using materials it is important to say why they have been chosen. • Food can be chopped in big and small pieces using a knife. • When cutting, a bridge shape is made with the hand so that it is safe. 		<ul style="list-style-type: none"> • Before planning, research can be carried out of what we will make. • Research helps to plan and make. • Research is looking at what someone else has made and saying what we like and dislike. • When making it is important to try out different tools and materials to make it the best it can be. • Tools must be used safely. • Identify what went well and what needs to be better when creating is evaluating. 		<ul style="list-style-type: none"> • Design, create and evaluate is set of steps taken to get to an end point. • A choice is made when creating: -what to do, how to do it and what tools to use. • A knife is used to slice food. • Slicing is to cut off a thin piece from a larger one. 	

ar 1		
Year 1 - Autumn 2022	Year 1 - Spring 2023	Year 1 - Summer 2023
<p>Key Theme/Text Traditional Tales Jack and the Beanstalk Cinderella</p>	<p>Key Theme/Text What is great about where we live? Beegu The Smartest Giant in Town</p>	<p>Key Theme/Text Oh, I do like to be beside the seaside Billy's Bucket Something Fishy</p>
<p>Create a chair for the giant Create a Slipper for Cinderella Make traditional food linked to Diwali</p>	<p>Make tarts Make food from around the UK. Make a free-standing structure</p>	<p>Create a moving puppet Create a puppet theatre Create an alternative healthy breakfast</p>
Sticky Knowledge	Sticky Knowledge	Sticky Knowledge
<p><u>Design</u></p> <ul style="list-style-type: none"> • A product is what will be made. • A design criteria tells us what we must include. • A material needs to be tested for the job. <p><u>Make</u></p> <ul style="list-style-type: none"> • Designers use their plan when making their product. • Designers may need to change their plan. <p><u>Evaluate</u></p> <ul style="list-style-type: none"> • When evaluating we say what went well and what would be changed next time. <p><u>Cooking and Nutrition</u></p> <ul style="list-style-type: none"> • Washing our hands and cleaning before cooking is important. • 	<p><u>Design</u></p> <ul style="list-style-type: none"> • The design criteria needs to be used to make sure it will work. • Market research tells us what the customer wants. <p><u>Make</u></p> <ul style="list-style-type: none"> • When making we choose the best material for the job. <p><u>Technical Knowledge</u></p> <ul style="list-style-type: none"> • Structures need to be strong. <p><u>Evaluate</u></p> <ul style="list-style-type: none"> • Market research is used to try out products. • Market research is used when planning. <p><u>Cooking and Nutrition</u></p> <ul style="list-style-type: none"> • Food comes from different parts of the UK. • Some food is traditional to different parts of the UK. 	<p><u>Design</u></p> <ul style="list-style-type: none"> • Talking through how the product will made is part of being a designer. <p><u>Make</u></p> <ul style="list-style-type: none"> • A plan includes what I will use and will need. • Instructions need to be followed for the product to work. <p><u>Evaluate</u></p> <ul style="list-style-type: none"> • Critique is to give positive feedback and ways forward to improve. <p><u>Cooking and nutrition</u></p> <ul style="list-style-type: none"> • A healthy diet is important for our bodies. • A recipe is an algorithm that is followed when cooking.
Procedural Knowledge	Procedural Knowledge	Procedural Knowledge

<ul style="list-style-type: none"> • I use my own ideas to make something. • I describe how something works. • I make my model stronger. • I choose appropriate resources and tools. • I talk about how to keep safe when working with food. • I recognise basic hygiene principles when working with food. • I say what I would change next time to improve my product. 	<ul style="list-style-type: none"> • I make a simple plan before making. • I use my own ideas to make something. • I make my model stronger. • I choose appropriate resources and tools. • I cut food safely and talk about the different ways to cut it. • I use my own ideas to make something. • I say what went well, what I would change and why. 	<ul style="list-style-type: none"> • I make a simple plan before making. • I use my own ideas to make something. • I make my model stronger. • I choose appropriate resources and tools. • I explain what cutting technique I am using and why. • I explain to someone else how I want to make my product. • I make a product which moves. • I evaluate my product against the criteria and research.
Disciplinary knowledge	Disciplinary knowledge	Disciplinary knowledge
<p><u>Design</u></p> <ul style="list-style-type: none"> • A process means to go through different stages from the start to the finish to make a product. • A design criteria helps the process, it tells the designer what they must include. • A material needs to be tested for the job-to match the criteria. • Designers must consider the design criteria first to ensure the plan for the product will work. <p><u>Make</u></p> <ul style="list-style-type: none"> • Designers refer to all aspects of their plan when creating their product, including materials and resources. • Designers may need to adapt their plan as they are creating if it does not meet the design criteria. <p><u>Evaluate</u></p> <ul style="list-style-type: none"> • Designers evaluate against the design criteria. • When evaluating against the design criteria designers say what went well and what would be changed next time. <p><u>Cooking and Nutrition</u></p> <ul style="list-style-type: none"> • Recognise basic hygiene before working with food. • Food technology is a process-design, create, evaluate. 	<p><u>Design</u></p> <ul style="list-style-type: none"> • Designers must consider the design criteria first to ensure the product will work. • Designers must use the market research to inform their planning. • When designing the product must be appealing. <p><u>Make</u></p> <ul style="list-style-type: none"> • When making the product the material used must be chosen for a specific reason. <p><u>Evaluate</u></p> <ul style="list-style-type: none"> • Market research is used to test out products. • Market research is used when planning a product. <p><u>Technical knowledge</u></p> <ul style="list-style-type: none"> • Structures can be made from different materials. • A structure is something that is built in a certain way. • Structures need to be strong. <p><u>Cooking and Nutrition</u></p> <ul style="list-style-type: none"> • Food comes from different parts of the UK. • Some food is traditional to different parts of the UK. • Ingredients are chosen from market research when cooking so that the product will sell. 	<p><u>Design</u></p> <ul style="list-style-type: none"> • Designers must consider and use the design criteria when planning their product. • As part of the design process talking through how it will be made and what material used help the process. <p><u>Make</u></p> <ul style="list-style-type: none"> • Designers refer to all aspects of their plan when creating their product, including materials, resources and measurements. • Instructions need to be followed in the exact and correct order for the product to be made correctly against the design criteria. <p><u>Evaluate</u></p> <ul style="list-style-type: none"> • Designers will critique products. • Critique-give positive feedback and ways forward to improve. <p><u>Cooking and nutrition</u></p> <ul style="list-style-type: none"> • A healthy diet is important when planning a meal. • Food products need to be evaluated against the design criteria and recipe.

Year 2		
Year 2 - Autumn 2022	Year 2 - Spring 2023	Year 2 - Summer 2023
Key Theme/Text	Key Theme/Text	Key Theme/Text
Traditional tales Little Red Hansel and Gretel	Coast to coast Kasper the Titanic Cat The Lighthouse Keeper's Lunch	Africa The Slightly Annoying Elephant The Enormous Crocodile
Create a house from Pudding Lane A treat for Grandma Gingerbread house	Creating a ship Healthy Lunch for the Lighthouse Keeper Pulley Mechanism	Animal Enclosure Healthy Meal for Tea African Material (Animal Print)
Sticky Knowledge	Sticky Knowledge	Sticky Knowledge
<u>Design</u> <ul style="list-style-type: none"> A design brief is an outline of the project. A brief will include how it must look. Materials used must be suitable for the product. Suitable is being right for the product. <u>Make</u> <ul style="list-style-type: none"> A mock-up is a model of the product to test it out. A mock-up is not the final product. <u>Evaluate</u> <ul style="list-style-type: none"> A designer's plan may change many times. A final product may look different to the design. <u>Cooking and Nutrition</u> <ul style="list-style-type: none"> Unhealthy food can be eaten in small amounts. A whisk is used to blend ingredients together. 	<u>Design</u> <ul style="list-style-type: none"> Measurements are used when planning products. A plan must be to scale. A scale drawing is the size of a real object that has been made smaller. <u>Make</u> <ul style="list-style-type: none"> We need to select tools, materials and joining materials to match the brief. <u>Technical knowledge</u> <ul style="list-style-type: none"> A structure can be made stronger, stiffer and more stable. A pulley system is a wheel that is designed to support movement. <u>Evaluate</u> <ul style="list-style-type: none"> Justifying is when I say why I made that decision. <u>Cooking and Nutrition</u> <ul style="list-style-type: none"> Dicing is cutting food up into small chunks like a dice. Grating is when food is rubbed down a grater to cut into thin pieces. 	<u>Design</u> <ul style="list-style-type: none"> Designers need to overcome problems. A product must last a long time. <u>Make</u> <ul style="list-style-type: none"> Comparing and testing out materials is part of making. <u>Evaluate</u> <ul style="list-style-type: none"> Designers will judge their work by how good it looks. Comparing of products is an important part of the process. <u>Cooking and Nutrition</u> <ul style="list-style-type: none"> Food can be cut in a range of different ways to match the brief given and recipe. When cooking there are different ways to make your food healthier.
Procedural Knowledge	Procedural Knowledge	Procedural Knowledge

<ul style="list-style-type: none"> • I think of an idea and plan what to do next. • I choose tools and materials and explain why I have chosen them. • I join materials. • I explain what I like about my work. • I measure materials in non-standard units to use in a model or structure. • I say what ingredients I am using. • I am combining ingredients through stirring, mixing and whisking. 	<ul style="list-style-type: none"> • I think of an idea and plan for suitable materials and equipment. • I choose suitable tools and materials and explain why I have chosen them. • I join materials and components in different ways. • I explain what went well with my work. • I explain why I have chosen specific textiles. • I measure materials in standard units to use in a model or structure. • I describe the ingredients I am using. • I dice food using a knife safely. • I grate food safely. 	<ul style="list-style-type: none"> • I think of an idea and plan for suitable materials, equipment and possible barriers that I may have to overcome. • I choose suitable tools and materials and explain why I have chosen them, comparing them to other materials and tools. • I join materials and components in different ways and say which is best and why. • I explain what went well with my work and why. • I explain why I have chosen specific textiles over others and compare them. • I measure materials in standard units to use in a model or structure accurately. • I describe the ingredients I am using and where they fit on the healthy plate. • I choose the best technique to use when working with food and say why.
Disciplinary knowledge	Disciplinary knowledge	Disciplinary knowledge
<p><u>Design</u></p> <ul style="list-style-type: none"> • A design brief is an outline of the project to be completed. • A brief will include the purpose of the product and how it must look. <p><u>Make</u></p> <ul style="list-style-type: none"> • Components are important parts of the product. They can be joined using different tools and materials. • A joining material is something that holds two materials together permanently. • Designers make mock ups of their product to test it out before making a final one. <p><u>Evaluate</u></p> <ul style="list-style-type: none"> • A designer's plan may change many times. 	<p><u>Design</u></p> <ul style="list-style-type: none"> • Designers use measurements when planning products. • When drawing a plan, it must be to scale. <p><u>Make</u></p> <ul style="list-style-type: none"> • Based upon the brief given: - tools, materials and how to join materials together are selected for it to be successful. <p><u>Technical knowledge</u></p> <ul style="list-style-type: none"> • A structure can be made stronger, stiffer and more stable as a result of the materials used. • A pulley system is a wheel that is designed to support movement. • A pulley system can be a rope, cable, chain or belt. 	<p><u>Design</u></p> <ul style="list-style-type: none"> • Designers need to overcome barriers when planning a product. • A product must be durable, and this must be part of the planning process. <p><u>Make</u></p> <ul style="list-style-type: none"> • Comparing materials and testing out is part of making a successful product. • When designing, the suitability of the textile must be considered to meet the brief and be successful. <p><u>Evaluate</u></p> <ul style="list-style-type: none"> • Designers will judge their work by how aesthetically pleasing it is. This means how good it looks. They may judge this on colours, the stitching or even the material.

<ul style="list-style-type: none"> • A final product may look completely different to the design as they work to improve it. • <p><u>Cooking and Nutrition</u></p> <ul style="list-style-type: none"> • Foods that are considered unhealthy, can be eaten in moderation. This means only sometimes. ▪ A whisk is used to blend ingredients together until they are smooth. It is more effective than a spoon. 	<ul style="list-style-type: none"> • A pulley system has many different parts to create the movement. • <p><u>Evaluate</u></p> <ul style="list-style-type: none"> • Justification is when an explanation is given to say why a decision has been made when making a product. <p><u>Cooking and Nutrition</u></p> <ul style="list-style-type: none"> • Dicing is cutting food up into small chunks like a dice. • Grating is when food is rubbed down a grater to cut into thin pieces. • Ingredients are chosen to meet the design brief and set of criteria. 	<ul style="list-style-type: none"> • Comparison of existing products is an important part of the process. • Designers will evaluate the whole process. <p><u>Cooking and Nutrition</u></p> <ul style="list-style-type: none"> • Specific techniques are used to cut food. • Food can be cut in a range of different ways to match the brief given and recipe. • When cooking alternative ways can be used so it is healthier. • Using a different ingredient can be a healthier option.
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