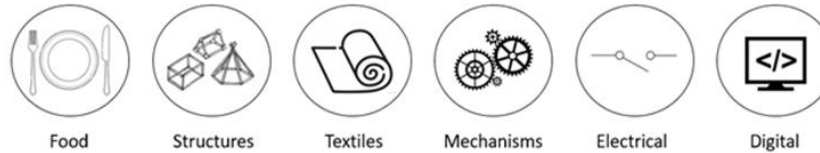





Griffin Park Design Technology Curriculum

Golden Threads






Food Structures Textiles Mechanisms Electrical Digital




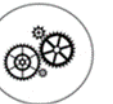
Nursery

Thread	Focus	Knowledge	Skills	Vocabulary
	Pumpkin soup	Know that a pumpkin is a fruit. Know that a pumpkin grows from a seed.	Describe a pumpkin with the five senses. Use carving, scooping, and mixing motor skills. Taste and evaluate the soup.	Fruit Blender Hob Carve
	Junk modelling	Know how to cut and join different materials. Begin to know how to use simple finishing techniques to enhance the design.	Develop a junk model. Improve fine motor/scissor skills. Describe their junk model.	Join Stick Bend Slot Fix
	Making masks	Begin to know what a design is. Begin to follow a design that they have made.	Draw what they want to create on a piece of paper and then try to construct it. Decide what resource they will need to join the materials together.	Design
Learning links to enhance long term memory	Halloween Autumn Harvest Transport Animals – land and sea		Assessment	To be able to hold scissors accurately. To be able to cut paper independently. To be able to choose the appropriate resource to join materials.






Griffin Park Design Technology Curriculum

Reception				
Thread	Focus	Knowledge	Skills	Vocabulary
	Christmas tree decorations	Know how to copy a design that they have created Know some finishing techniques	Design a hanging decoration winter themed. Create their design out of appropriate materials. Make a fixed joint e.g, staple, glue Use finishing techniques to ensure a complete product.	Winter Hanging Fabric Join
	Bug hotel	Know that insects are important. Know where insects like to live.	Explore different materials to decide which will suit their purpose. Choose an insect to design for. Decide how to construct their product.	Minibeasts Insect Habitat Materials
	Rainbow salad	Know that vegetables grow. Know why eating healthy is important. Know why to keep an area and hands clean.	Design a healthy salad using some own grown ingredients. Use a knife safely to chop and slice. Explain what they like about their salad.	Ingredients Healthy Chop Slice
Learning links to enhance long term memory	Christmas Minibeasts Spring Gardening		Assessment	To be able to use finishing techniques on their product. To be able to select appropriate materials. To know how to safely use a knife.






Griffin Park Design Technology Curriculum

Year 1 Autumn				
Thread	Focus	Knowledge	Skills	Vocabulary
	Make a moving story book	To know that a mechanism is the parts of an object that move together.	Explore and evaluate a range of existing products.	Mechanism Product Slider Slot
	Make a moving story book	To know that in DT we call a plan a design.	Design a moving story picture for a given audience.	Design Bridges Guides
	Make a moving story book	To know how to construct a successful moving mechanism. To know how to select and use a range of tools and equipment to perform practical tasks.	Follow a design to create a moving model. Choose from a wide range of materials and components, including construction materials according to their characteristics	Construct
	Make a moving story book	To know how to review their own product.	Test a finished product, seeing whether it moves as planned or not.	Test Review
Learning links to enhance long term memory	Nursery rhymes Link to English text		Assessment	To be able to create a mechanism successfully for their intended product.







Griffin Park Design Technology Curriculum

Year 1 Spring				
Thread	Focus	Knowledge	Skills	Vocabulary
	Food	To research and design fruit salads.	Chn taste a variety of fruits. Chn discuss which fruits they can name. Chn group the fruits by colour. Chn draw some of their favourite fruits that they would like to include in a fruit salad and label the fruit.	Bridge cut Claw cut
	Food	To make a rainbow fruit salad. To follow a recipe.	Children will be able to build on their cooking skills from reception class. Children should be able follow a recipe and make a complete dish.	Peeling chop
	Food	To research biryani.	Discuss what a biryani is and which country it originates from. Look at images of biryani. Which vegetables can we see? What flavours do they contain?	Ingredients Recipe
	Food	To make a veggie biryani. To follow a recipe.	Children will be able to build on their cooking skills from reception class. Children should be able follow a recipe and make a complete dish.	Chop Mix
	Food	To evaluate designs.	Chn will write what they enjoyed and what they did not enjoy for both of their finished products.	evaluation
Learning links to enhance long term memory	Growing things Seasons Healthy eating		Assessment	Know the difference between fruits and vegetables and where some of them grow.



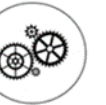
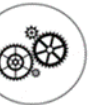
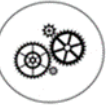
Griffin Park Design Technology Curriculum

Year 1 Summer				
Thread	Focus	Knowledge	Skills	Vocabulary
	Constructing a windmill	To know what a windmill is and what it is used for.	Learn about the history of windmills. Record relevant information.	Grind Turn Pump Wind power
	Constructing a windmill	To know what a client is and design criteria.	To design criteria created for the client, Mouse, who lives in the windmill in Old Amsterdam.	Client Design criteria
	Constructing a windmill	To know that a cylinder is a strong base shape. To understand that they can change the sturdiness of their structure.	Decorate base templates and construct ensuring that it stands freely.	Structure Cylinder Split pin
	Constructing a windmill	To understand that axles are used to make parts turn in a circle.	Make functional sails that are supported by an axle to enable a 360 turn.	Axle 360 degrees
	Constructing a windmill	To know how to evaluate against a design criteria.	Evaluate against the criteria – stand on its own, is decorated for the client, the sails turn easily.	Brief
Learning links to enhance long term memory	Visit to a windmill – Lytham Windmill Museum Eco friendly power		Assessment	To judge their own products against a design criteria.







Griffin Park Design Technology Curriculum

Year 2 Autumn				
Thread	Focus	Knowledge	Skills	Vocabulary
	Puppets	To know how to design a hand puppet.	Evaluate hand puppets and discuss what features they need to think about when creating their own.	Features Thread Needle
	Puppets	To know what a running stitch is.	Successfully thread a needle and join two pieces of a chosen textile with a running stitch.	Running stitch Threading Textiles – cotton, felt
	Puppets	To know how to use a template.	Create a template that will cover their hand and use this to cut out their chosen textile. To pin and cut their textile following the template they created.	Template Pinning Trimming
	Puppets	To know how to use a running stitch.	Join their textiles together using a running stitch ensuring a gap is left to insert their hand.	Knots thimble
	Puppets	To know how to finish their product off appropriately.	Select from and use a wide range of materials and components according to their design.	Fabric glue Applique
	Puppets	To know how to evaluate their product against their own design.	Evaluate the quality of their own stitch. Identify aspects of their own work, which they particularly like.	Success Even
Learning links to enhance long term memory	RSHE – feelings English text – characters		Assessment	To be able to sew two pieces of material together using an evenly spaced running stitch.






Griffin Park Design Technology Curriculum

Year 2 Spring				
Thread	Focus	Knowledge	Skills	Vocabulary
	Moving monsters	To look at objects and know how they move.	Explore and evaluate a range of items that use levers, linkages and wheels.	Lever Link
	Moving monsters	To know that a lever is something that turns on a pivot. To know that a linkage mechanism is made up by a series of levers.	Explore making levers using card for levers and split pins for pivots. Experiment with width, length and thickness of the card.	Pivot Linkages Split pin
	Moving monsters	To know how to design a moving monster.	Create a class design criteria for a moving monster with a specific audience in mind. Use peer feedback to modify the final design.	Audience Feedback Review
	Moving monsters	To know how to create a design they have made.	Cut and assemble components neatly and with care.	Components
	Moving monsters	To know how to evaluate against a given design criteria.	Give peer feedback on each other's products. Discuss how our product could be improved.	Input Output
Learning links to enhance long term memory	RSHE		Assessment	Know that mechanisms are a collection of moving parts.

Griffin Park Design Technology Curriculum







Year 2 Summer				
Thread	Focus	Knowledge	Skills	Vocabulary
	Food	To research cannelloni.	Chn will research what cannelloni is and which country it originates from. Look at examples of different cannelloni recipes/ready meals. What do they all have in common? Are they vegetarian or can they contain meat? Are they healthy?	Nutrition Portion size Chopping grating
	Food	To design a cannelloni dish.	Chn will draw and design their own cannelloni dish, based on the products they looked at last week. Chn will label their designs.	(Various descriptive words)
	Food	To make spinach and ricotta cannelloni. To follow a recipe.	Children will be able to build on their cooking skills from previous years. Children should be able follow a recipe and make a complete dish.	Recipe
	Food	To research “on the go” healthy snacks.	Chn will look at a range of healthy “on the go” snacks usually found in grab and go counters in supermarkets. Chn will look at different veggies and decide which ones are the most suitable to eat on the go with a dip.	Hygiene beat
	Food	To make greek yoghurt and veggie sticks.	Children will be able to build on their cooking skills from previous years. Children should be able follow a recipe and make a complete dish.	Arrange tear
	Food	To evaluate their designs.	Chn will evaluate both of their designs, by saying what they liked/did not like and what they would improve next time.	Rubbing Shaping kneading
Learning links to enhance long term memory	Science		Assessment	To know what makes a healthy diet.

Griffin Park Design Technology Curriculum






Year 3 Autumn				
Thread	Focus	Knowledge	Skills	Vocabulary
	Light up cards	To know how to follow a brief design.	Use a design brief to plan and design a product.	Design brief Label
	Light up cards	To know how a basic circuit works.	Use copper tape to create a simple circuit with a switch.	Circuit Electrical tape Coin battery*
	Light up cards	To know what a prototype is.	Use previous knowledge to test out a prototype and make adjustments to design if necessary.	Prototype Positive Negative
	Light up cards	To know how to design and finish their front cover.	Use resources and joining skills to follow a design.	Functioning Integrate
	Light up cards	To complete a working circuit and evaluate their card against the design brief.	Use circuit making skills and finishing skills to have a working product.	Recipient Evaluation
Learning links to enhance long term memory	Christmas Winter		Assessment	Know how to make a working paper circuit

*coin batteries can pose a choking hazard – risk assessment needed







Griffin Park Design Technology Curriculum

Year 3 Spring				
Thread	Focus	Knowledge	Skills	Vocabulary
	Food	To research what a fruity crumble is.	Chn will research what a crumble is and what fillings are typically in a rumble. Chn will look at exiting products on supermarket websites/online shops and look at packaging and nutritional value.	(Various descriptive words)
	Food	To make a fruity crumble. To know how to follow a recipe.	Children will be able to build on their cooking skills from previous years. Children should be able to closely follow a recipe, including sieve, crack eggs, fold and beat their food.	garnish
	Food	To research and design summer pasta salads.	Chn will research a range of pasta salads from supermarkets/online shops. Chn will decide what makes a pasta salad “summery” by looking at the different vegetables in season. Chn will design their own summer pasta salad.	Dough Knead Measure shape
	Food	To make a summer pasta salad. To follow a recipe.	Children will be able to build on their cooking skills from previous years. Children should be able to closely follow a recipe, including sieve, crack eggs, fold and beat their food.	Beating Present ingredients
	Food	To evaluate the fruity crumble.	To evaluate their finished product against their designs.	Bridge cut Measure Claw cut
	Food	To evaluate the summer pasta salad.	To evaluate their finished product against their designs.	Roll Form rub
Learning links to enhance long term memory	Food tasting Science-Nutrition RSHE- Eating Healthy		Assessment	To know how to correctly handle knives and prepare area for cooking.






Griffin Park Design Technology Curriculum

Year 3 Summer				
Thread	Focus	Knowledge	Skills	Vocabulary
	Pneumatic toys	To know how pneumatic systems work.	Correctly identify definitions for key terms. Identify five appropriate design criteria.	Pneumatic
	Pneumatic toys	To know how to design a toy using a pneumatic system.	Communicate and develop one idea using an exploded diagram. Draw accurate diagrams with correct labels, arrows and explanations.	Exploded diagram
	Pneumatic toys	To know how to create a pneumatic toy.	Select appropriate equipment and materials to build a working pneumatic system.	Working system
	Pneumatic toys	To know how to make a pneumatic toy and make any adjustments needed.	Assemble their pneumatic system within the housing to create the desired motion.	Desired motion Adjustments
	Pneumatic toys	To know how to evaluate a pneumatic toy.	Create a finished pneumatic toy that fulfils the design brief.	Evaluation fulfil
Learning links to enhance long term memory	RSHE English text links		Assessment	To create a working toy





Griffin Park Design Technology Curriculum

Year 4 Autumn				
Thread	Focus	Knowledge	Skills	Vocabulary
	Food	To research what a Frittata is.	What is a frittata? Look at existing products on supermarket websites/online shops. What ingredients do all frittata's contain? Are they vegetarian? Look at the packaging. Look at the nutritional value.	(Various descriptive words) Grate Measure mix
	Food	To design a healthy frittata.	Using the ingredients that are available to them next week, chn are to design their own frittata considering nutrition. Chn draw and annotate designs.	Shape
	Food	To know how to follow a recipe. To know how to make a Frittata.	Children will be able to build on their cooking skills from previous years. Children should be able to closely follow a recipe, including sieve, crack eggs, fold and beat their food.	Sieving dividing
	Food	To research hot puddings.	What other hot puddings already exist? Look at existing products on supermarket websites/online shops. Are they healthy? Are they vegan/vegetarian? Look at packaging. Look at nutritional value.	Scoop Crush peel
	Food	To know how to follow a recipe. To know how to make a banana and toffee pudding.	Children will be able to build on their cooking skills from previous years. Children should be able to closely follow a recipe, including sieve, crack eggs, fold and beat their food.	garnish
	Food	To evaluate their Frittata and banana and toffee pudding.	Children will evaluate both of their makes by drawing what their finished makes actually looked like. Children will evaluate their designs based on taste, design and if any issues arose.	Self assess Peer assess evaluate
Learning links to enhance long term memory	Science – nutrition		Assessment	To know how to prepare a variety of dishes.






Griffin Park Design Technology Curriculum

Year 4 Spring				
Thread	Focus	Knowledge	Skills	Vocabulary
	Money container	To know the features of different money containers.	Look at different types of money containers and label them. Create a paper template of a money container of their choice.	Purse Wallet Piggybank Template
	Money container	To know how to sew using different techniques.	Recap running stitch from Year 2 and then look at blanket stitch. Choose the stitch that they think will be best for their product.	Blanket stitch
	Money container	To know how to design their own money container.	Draw and annotate designs for money containers for an 'audience' of their choosing.	Specification Fastenings
	Money container	To be able to make a money container using textiles.	Use hand-sewing technique to create a money container.	Hand stitch
	Money container	To be able to evaluate a finished product.	Show and evaluate own and others finished product.	Peer evaluation
Learning links to enhance long term memory	History		Assessment	To know how to attach two pieces of fabric with a hand stitch.






Griffin Park Design Technology Curriculum

Year 4 Summer				
Thread	Focus	Knowledge	Skills	Vocabulary
	Slingshot car	To know how to design a slingshot car.	Attempt to reduce air resistance through the design of the shape. Research ideas of shapes before designing own.	Increase Decrease Speed Annotated
	Slingshot car	To know what a chassis is and why it needs to be sturdy.	Work independently to produce an accurate, functioning car chassis with moving axles.	Chassis Axle Hand saw Health and safety
	Slingshot car	To know how to make a car body.	Produce panels that will fit the chassis.	Panels Sturdy
	Slingshot car	To design a fair test for the cars the class has made.	Conduct a trial accurately and draw conclusions and improvements from the results.	Competition Fair test Friction Incline
Learning links to enhance long term memory	Maths – measuring, distance. Science – forces.		Assessment	To know what a chassis and axle is.







Griffin Park Design Technology Curriculum

Year 5 Autumn				
Thread	Focus	Knowledge	Skills	Vocabulary
	Pop up toy	To know how to follow a design brief.	Follow a specific brief and design a winter themed pop up toy.	Cams Client
	Pop up toy	To know the movement different types of cams make.	Decide what shape cam they want and how it will be positioned in order to move their toy.	Linear Rotary Axle Follower Slider
	Pop up toy	To know how to produce a working mechanical cam system.	Create the cam system ensuring a smooth rotation of the handle.	Rotation
	Pop up toy	To know how to decorate the cam in the design inspired by the brief and client.	Individually decorate the toy to fit the brief and ensure the finishing touches are neat and efficient.	Efficient
	Pop up toy	To know how to evaluate the effectiveness of the toy created.	Peer review each other's toys and say what they would do to improve a toy that they may produce in the future.	Changes Effectiveness
Learning links to enhance long term memory	Christmas Winter		Assessment	To know how a cam mechanism works.

Griffin Park Design Technology Curriculum

Year 5 Spring				
Thread	Focus	Knowledge	Skills	Vocabulary
	Bridges	To know how to reinforce a structure to improve its strength and span gaps.	Use technical vocabulary to describe how beam bridges are constructed.	Cross section Beams Pillars Piers Construction
	Bridges	To know ways in which arches are used to strengthen bridges.	Understand that arches are used to spread and redirect compression forces acting on bridges. Build and test model arch bridges.	Arches Compression forces Redirect
	Bridges	To know how suspension bridges are able to span longer distances.	Understand that suspension bridges use tension to support bridge decks and research famous ones.	Bridge deck Tension Tower bridge Golden Gate bridge
	Bridges	To know how to develop a prototype	Design a prototype that will enable a toy car to travel from one table to another.	Prototype
	Bridges	To know how to improve upon a prototype design to ensure it will succeed.	Reflect on own design and prototype and enhance the design to make it more structurally sound.	Successful Structural
Learning links to enhance long term memory	Geography – famous landmarks around the world		Assessment	To know different ways in which bridges can be strengthened.



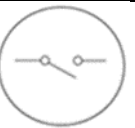
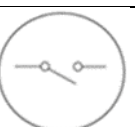

Griffin Park Design Technology Curriculum

Year 5 Summer				
Thread	Focus	Knowledge	Skills	Vocabulary
	Food- research and design	To understand what dirty fries are.	Children will look at some existing products from supermarket websites of different dirty fries. Children will compare ingredients. Children will know the nutritional value of dirty fries and which country they originate from. Children will spend time designing a dirty fries recipe.	Research, nutritional value, compare, similar, dissimilar, originate
	Food- make	To follow a recipe to prepare, make and cook dirty fries.	Children will be able to build on their cooking skills from previous years. Children should be able to closely follow a recipe, including measuring, weighing, peeling hard foods and presenting their food.	Peel hard foods and present
	Food- research and design	To understand what a pretzel is.	Children will look at some existing products from supermarket websites of pretzels. Children will compare ingredients. Children will know the nutritional value of pretzels and what country they originate from. Children will spend time designing their own pretzel recipe.	Research, nutritional value, compare, similar, dissimilar, originate
	Food- make	To follow a recipe to prepare, make and cook pretzels.	Children will be able to build on their cooking skills from previous years. Children should be able to closely follow a recipe, including kneading, shaping and presenting their food.	Knead, shape and present
	Food- evaluate	To evaluate their dirty fries finished product.	Children will be able to evaluate their make and give their opinions on what went well and what didn't. Children will include a photo of their finished product and compare this to their design idea. Children should be able to compare their product to ones that already exist. Children should say what they would change the next time they make this.	Evaluation, accurate, exact, variations, fair, appealing
	Food- evaluate	To evaluate their pretzel finished product.	Children will be able to evaluate their make and give their opinions on what went well and what didn't. Children will include a photo of their finished product and compare this to their design idea. Children should be able to compare their product to ones that already	Evaluation, accurate, exact, variations, fair, appealing







Griffin Park Design Technology Curriculum

			exist. Children should say what they would change the next time they make this.	
Learning links to enhance long term memory	Science- nutrition		Assessment	To know how to follow a recipe and present their food so it looks appealing.







Griffin Park Design Technology Curriculum

Year 6 Autumn				
Thread	Focus	Knowledge	Skills	Vocabulary
	Steady hand game	To know how to analyse a range of children's toys.	Explain simply what is meant by 'form' (the shape of a product) and 'function' (how a product works) Identify and label the components of a steady hand game.	Components Form Function Wire track Handle
	Steady hand game	To know how to design a steady hand game.	Design a steady hand game of their own according to their design criteria, using four different perspective drawings.	Perspective drawings
	Steady hand game	To know how to make a working circuit using a buzzer and bulb.	Create a working circuit that will then be accurately drawn and labelled in books.	Circuit Buzzer Bulb
	Steady hand game	To know how to construct a stable base for a working circuit.	Create a secure base for their game, with neat edges, which relates to their design.	Base
	Steady hand game	To know how to create and evaluate a steady hand game.	Make and test a functioning circuit and assemble it. Once complete evaluate it and adjust as needed.	Adjust
Learning links to enhance long term memory	Science – electricity		Assessment	To know how to create a working circuit

Griffin Park Design Technology Curriculum

Year 6 Spring				
Thread	Focus	Knowledge	Skills	Vocabulary
	CAD Interior design	To know what CAD is and to record initial ideas of interior designing.	Use technology and sketching to develop an organised system for drawing ideas and documenting progress.	TinkerCAD Computer Aided Design
	CAD Interior design	To know what reference images are and how they could be used.	Develop proportional models based on real measurements.	Mood board Portfolio Proportion Shape library
	CAD Interior design	To know how to organise a design as a blueprint.	Choose an appropriate scale to create a room on a Tinkercad workplane.	Blueprint Arrange Scale
	CAD Interior design	To know how to alter measurements on an online programme	Covert feet/inches to millimetres.	Adjust Skillset
	CAD Interior design	To know how to follow a plan to create our own 3D room.	Create a 3D room and accessories that are easily identifiable	Accessories Furniture
	CAD Interior design	To know how to evaluate and share our opinions.	Evaluate own 3D rooms.	Techniques Aesthetic
Learning links to enhance long term memory	Computing Maths – measuring		Assessment	Create a personalised 3D room on an online platform.

Griffin Park Design Technology Curriculum

Year 6 Summer				
Thread	Focus	Knowledge	Skills	Vocabulary
	Food- research	To look at existing products and compare ingredients and nutritional value.	To look at existing products of fruit salads and healthy pizzas. To look at a range of exotic ingredients to elevate their designs. To make a balanced and healthy meal.	Seasonality
	Food- design	To design a rainbow fruit salad.	Designing should be different in Year 6, as each child will be following their own recipe. Designs need to be well considered and realistic with the ingredients available and time given to make their product.	Varied diet
	Food- make	To follow a recipe to prepare, make and cook a rainbow fruit salad.	To follow their own recipe closely and weigh ingredients, measure and create their own design.	Savoury
	Food- design	To design a rainbow pizza.	Designing should be different in Year 6, as each child will be following their own recipe. Designs need to be well considered and realistic with the ingredients available and time given to make their product.	hob
	Food-make	To follow a recipe to prepare, make and cook a rainbow pizza.	To follow their own recipe closely and weigh ingredients, measure and create their own design.	arrange
	Food- evaluate	To evaluate both of their finished products against their designs.	Children will be able to evaluate their make and give their opinions on what went well and what didn't. Children will include a photo of their finished product and compare this to their design idea. Children should be able to compare their product to ones that already exist. Children should say what they would change the next time they make this.	Evaluate Rate Peer assessment Self-assessment
Learning links to enhance long term memory	Geography- locational knowledge Science-Nutrition		Assessment	Evaluate own skills in cooking such as, chopping, following a recipe, etc.