

## Navigating our way through DT

Year	Autumn		Spring		Summer	
1	<p><b>Cook</b></p> <p><b>Dips and Vegetables</b></p> <p>Following a simple recipe Measuring in spoonfuls Cutting, chopping Using a knife and a chopping board Bridge and claw technique Cutting with scissors Mashing, mixing.</p> <p>(Greece)</p> <p><b>Jam Tarts/ Mince Pies</b></p> <p>Following a simple recipe Measuring in spoonfuls Rubbing fat into flour Mixing Making, rolling and cutting pastry Baking Cooling (England)</p>		<p><b>Sew</b></p> <p><b>Animal Sock Puppets</b></p> <p>Research and Investigate: Existing products Design: Understand criteria (user, purpose, function, appeal), generate/develop ideas, talking, drawing, labelling Make: Select tools/materials, making paper templates, drawing/cutting shapes, gluing, joining fabric, drying Use and Evaluate: Recording of children using puppets, evaluate against criteria.</p>		<p><b>Build</b></p> <p><b>Vehicles</b></p> <p>Skills Research and Investigate: Different types of vehicles, different parts of a vehicle, explore wheels and axles in toy cars Design: Understand criteria (user, purpose, function, appeal), generate/innovate/develop ideas, talking, drawing, labelling Make: Select tools/materials for making a toy vehicle with wheels and axles, cutting, different ways of joining decorating, finishing Use and Evaluate Car racing in the playground exploring speed, film/photograph children doing this, evaluation against criteria and existing products.</p>	
2	<p><b>Cook</b></p> <p><b>Pizza</b></p> <p>Following a simple recipe, measuring using spoons Mixing/making a dough/kneading, rolling and shaping Spreading Cutting/Slicing—bridge and claw technique Tearing Presentation Baking. (Italy)</p> <p><b>Gingerbread man</b></p> <p>Following a simple recipe Measuring using spoons Chopping, Mixing Rubbing fat into flour Cracking an egg Making a dough, rolling, cutting Baking, cooling, decorating. (Ancient Egypt)</p>		<p><b>Sew</b></p> <p><b>Pencil Cases</b></p> <p>Research and Investigate: Existing products Design: Understand criteria (user, purpose, function, appeal), generate/develop ideas, talking, drawing, labelling Make: Select tools/materials, making paper templates/ patterns, drawing/cutting shapes, threading a needle, tying a knot, running stitch, sewing on a button, gluing on decoration Use and Evaluate: Photograph pencil cases, written evaluation against criteria</p>		<p><b>Build</b></p> <p><b>Moving Pictures</b></p> <p>Research and Investigate: Levers and sliders, examples of what products which used these: see saw, scissors, hammer, wheelbarrow, shaduf, research examples of moving pictures Design: Understand criteria (user, purpose, function, appeal), generate/innovate/develop ideas, talking, drawing, labelling, creating a mock up Make: Select tools/materials for making a moving picture with levers and sliders, cutting, different ways of joining decorating, finishing Use and Evaluate: Photograph pictures, evaluation against criteria and existing products</p>	

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3	<p><b>Sew</b> <b>Key Rings</b></p> <p>Research and Investigate: Examples of key rings/ decorations, different fabrics, how to make felt Design: Devising criteria (user, purpose, function, appeal), generate/innovate/develop ideas, annotated drawings Make: Select tools/materials, making paper templates/ patterns, drawing/cutting shapes, pinning, threading a needle, tying a knot, running stitch, backstitch, joining, stuffing, gluing, sewing/gluing on a loop Use and Evaluate: Photograph, written peer evaluation— against criteria and existing products</p>		<p><b>Build</b> <b>Pop-up Books</b></p> <p>Research and Investigate: Linkages, examples of what products which used these: clothes horse, lifts, tool box, engines Design: Devising criteria (user, purpose, function, appeal), generate/innovate/develop ideas, create annotated drawings and prototypes Make: Select tools/materials for making pop-up book with linkages, cutting, different ways of joining, decorating, finishing Use and Evaluate: Photograph books, written evaluation against criteria and existing products</p>		<p><b>Cook</b> <b>Bread and Butter</b></p> <p>Following a recipe, measuring using scales Using yeast Mixing Making a dough, kneading, rising Baking Cooling Slicing, spreading <b>(South-West England / Farming)</b></p> <p><b>Pasta</b></p> <p>Following a recipe Weighing using scales Using a knife—claw method Using a chopping board Chopping Peeling Pressing (Italy- Gagnano)</p>	
4	<p><b>Sew</b> <b>Cushions</b></p> <p>Skills Research and Investigate: Appliqué, cushions, running stitch, backstitch, overcast stitch (whipstitch) Design: Devising criteria (user, purpose, function, appeal), generate/innovate/develop ideas, annotated drawings Make: Select tools/materials, making paper templates/ patterns, drawing/cutting shapes, pinning, threading a needle, tying a knot, running stitch, backstitch, overcast stitch (whipstitch), appliqué, stuffing Use and Evaluate: Photograph, written evaluation, peer evaluation—against criteria</p>		<p><b>Build</b> <b>Moving Miniature Playgrounds</b></p> <p>Skills Research and Investigate: Gears; examples of products which used these: tin openers, bicycles, how gears on a bicycle work, history of gears, ancient Greek Antikythera mechanism (used to predict astronomical positions) Design: Devising criteria (user, purpose, function, appeal), generate/innovate/develop ideas, create annotated drawings and exploded diagrams Make: Select tools/materials for making a moving toy with gears and an electrical circuit, cutting, different ways of joining, decorating, finishing Use and Evaluate: Written evaluation against criteria and existing products</p>		<p><b>Cook</b> <b>Ratatouille and Couscous</b></p> <p>Following a recipe Weighing using scales Using a knife—bridge and claw method Using a chopping board, chopping Peeling an onion Cooking vegetables Soaking</p> <p><b>Apple Crumble</b></p> <p>Following a recipe, weighing using scales Peeling, coring, chopping Using a knife—bridge method Using a chopping board Rubbing fat into flour Sprinkling Baking, cooling</p>	
5	<p><b>Build</b> <b>Cams Toys</b></p> <p>Research and Investigate: Cams mechanisms, examples of what products use cams and followers (mechanical toys, sewing machines, engines, clocks), history of cams and mechanisms (Ismail al-Jazari),</p>		<p><b>Cook</b> <b>Pitta Bread</b></p> <p>Following a recipe Measuring using scales Activating yeast Mixing Making a dough, kneading Rolling and shaping Baking, cooling</p> <p><b>Honey Cake</b></p>		<p><b>Sew</b> <b>Bags</b></p> <p>Research and Investigate: Methods of decoration— appliqué, embroidery, bag design, materials and features Design: Devising criteria (user, purpose, function, appeal), generate/innovate/develop ideas,</p>	

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	<p>structure of a cam toy Design Devising criteria (user, purpose, function, appeal), generate/innovate/develop ideas, create annotated drawings, cross-sectional diagrams Make Select tools/materials for making a cam toy, cutting, different ways of joining, decorating, finishing Use and Evaluate Videoed peer evaluation—against criteria and existing products</p>		<p>Following a recipe, measuring using scales Mixing Cracking an egg Beating Pouring Sprinkling Baking, cooling</p>		<p>annotated drawings Make: Select tools/materials, drawing/cutting shapes, pinning, threading a needle, tying a knot, backstitch, overcast stitch (whipstitch), joining, embroidery, appliqué, plaiting Use and Evaluate: Written evaluation, photograph, film peer evaluation—against criteria and existing products</p>
6	<p><b>Build</b> <b>Water Wall</b></p> <p>Skills Research and Investigate: Investigate water wall and pulleys Design: Devising criteria (user, purpose, function, appeal), generate/innovate/develop ideas, create annotated drawings and prototypes Make: Select tools/materials for making a water wall for Reception with recycled objects, cutting, tying knots, sticking, making holes Use and Evaluate: Evaluation with user (Reception)—against criteria and existing products</p>		<p><b>Cook</b> <b>Mezze</b></p> <p>Following a recipe, weighing ingredients using scales Using a knife—bridge and claw method Chopping, grating Squeezing a lemon Using a garlic press, seasoning Soaking, mixing, mashing Cracking an egg, cooking with meat</p> <p><b>Electrical Toys</b></p> <p>Research and Investigate: Examples of products which use electrical circuits Design: Devising criteria (user, purpose, function, appeal); generate/innovate/develop ideas; create annotated drawings Make: Select tools/materials for making a toy with an electrical circuit, connecting components, cutting, joining, decorating, finishing Use and Evaluate: Written evaluation against criteria and existing products</p>		<p><b>Sew</b> <b>Upcycling Fashion</b></p> <p>Research and Investigate: Fast fashion, upcycling, recycling, sustainability Design: Devising criteria (user, purpose, function, appeal), generate/innovate/develop ideas, annotated drawings, pattern pieces Make: Experimentation with upcycling existing garments, select tools/materials, drawing/cutting shapes, creating pattern pieces, pinning, threading a needle, tying a knot, joining, appliqué, embroidery, running stitch, backstitch, overcast stitch, plaiting, attaching a button Use and Evaluate: Written evaluation, photograph, evaluation—against criteria and existing products, film fashion show</p>

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