



Kilmington Primary School Design Technology Overview



Kingfishers Design Technology Overview

	AUTUMN TERM	SPRING TERM	SUMMER TERM
Year A	<p><u>Junk modelling: Making rockets</u></p> <p>Use shapes on an art computer programme to design rockets and junk modelling skills to create. Use maths and computing skills to measure the distance the rockets travel and enter this data onto an Excel spreadsheet in order to create different graphs.</p> <ul style="list-style-type: none"> • Design rocket: using shapes on 'Paint' (laptops), design rockets • Construct rocket: follow design to create rocket out of junk modelling materials • Decorate rocket: Use various resources to add colour, pattern and details to rockets • Launch rocket: Using Alka seltzer and plastic bottles, launch rockets and measure how far they travel. 	<p><u>Structures: Baby Bear's chair</u></p> <p>Build structures such as windmills and chairs, exploring how they can be made stronger, stiffer and more stable. Recognise areas of weakness through trial and error.</p> <ul style="list-style-type: none"> • Explore stability: explore the concept and features of structures and the stability of different shapes. • Strengthening materials: understand that the shape of the structure affects its strength. • Making baby bear's chair: make a structure according to design criteria. • Fixing and testing baby bear's chair: produce a finished structure and evaluate its strength, stiffness and stability. 	<p><u>Cooking and nutrition: Fruit and vegetables – making smoothies</u></p> <p>Learn about the basic rules of a healthy and varied diet to create dishes. Understand where food comes from, for example plants and animals.</p> <ul style="list-style-type: none"> • Fruit or vegetable: identify fruits. • Growing: describe where fruits and vegetables grow. • Cutting and juicing: practise food preparation skills. • Testing ingredients: select ingredients for a recipe. • Making smoothies: apply food preparation skills to a recipe. • Evaluating: evaluate against the design brief.
Year B	<p><u>Textiles: making puppets</u></p> <p>Explore different methods of joining fabrics and experiment to determine the pros and cons of each technique.</p> <ul style="list-style-type: none"> • Fabric joining - join fabrics together using different methods. • Designing my puppet - use a template to create my design. • Making and joining my puppet - join two fabrics together accurately. • Decorating my puppet - To embellish my design using joining methods. • Evaluating: evaluate against the design brief. 	<p><u>Mechanisms: Making a moving story book</u></p> <p>Introduce and explore simple mechanisms, such as sliders, wheels and axles in their designs. Recognise where mechanisms such as these exist in toys and other familiar products.</p> <ul style="list-style-type: none"> • Exploring sliders and movement: explore making mechanisms. • Design: design a moving storybook. • Construction: construct a moving picture. • Testing and evaluating: evaluate my finished product. 	<p><u>Cooking and nutrition: Balanced diet – making wraps</u></p> <p>Learn about the basic rules of a healthy and varied diet to create dishes. Understand where food comes from, for example plants and animals.</p> <ul style="list-style-type: none"> • Food groups: recognise foods and their food groups. • Balanced meals: identify the balance of food groups in a meal. • Preparing ingredients: identify an appropriate piece of equipment to prepare a given food. • Taste testing ingredients: select balanced combinations of ingredients. • Planning recipes: design based on criteria. • Creating and evaluating wraps: evaluate a dish based on design criteria.