BPS Curriculum	R	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Map - Design &							
Technology							
Skills	With help, begin to assemble	Food		Food		Food	
To master practical skills	components provided for an activity.	• Cut, peel or grate ingre and hygienically.	dients safely	• Prepare ingredients hy using appropriate utensi	gienically ls.	 Understand the import and handling of ingredie micro-organisms). 	ance of correct storage nts (using knowledge of
	• Contribute to activities by coactively grasping and moving simple tools.	• Measure or weigh using or electronic scales.	g measuring cups	• Measure ingredients to gram accurately.	o the nearest	• Measure accurately and calculate ratios of ingredients to scale up or down from a recipe.	
	• Explore options within a	 Assemble or cook ingredients. <u>Materials</u> Cut materials safely using tools provided. 		 Follow a recipe. Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking). 		• Demonstrate a range of baking and cooking techniques.	
	limited range of materials.						
	• Use a basic tool, with					• Create and refine recipes, including ingredients, methods, cooking times and temperatures.	
	support.	• Measure and mark out to the nearest centimetre.		Materials			
	• Demonstrate preferences			Cut materials accurately and safely by selecting		Materials	
	for products, materials and ingredients.	 Demonstrate a range o shaping techniques (such 	f cutting and as tearing, cutting,	end appropriate tools. g, cutting, • Measure and mark out to the nearest millimetre.		• Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape).	
	Recognise familiar products and	folding and curling).					
	explore the different parts they are made from.	• Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).		Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slott or		 Show an understanding of the qualities of materials to choose appropriate tools to cut and 	
	 Watch others using a basic tool and copy the actions 	Textiles		cut outs).		shape (such as the nature of fabric may require sharper scissors than would be used to cut paper).	
		Shape textiles using templates.		 Select appropriate joining techniques. 		Textiles	
	• Begin to offer responses to making activities.	to offer responsesing activities.Join textiles using running stitch.		Textiles			

		• Colour and decorate textiles using a number of	• Understand the need for a seam allowance.	• Create objects (such as a cushion) that employ a	
	Operate	techniques (such as dyeing, adding sequins or		seam allowance.	
	familiar products,	printing).	 Join textiles with appropriate stitching. 		
	with support, and explore how they work.	Electricals and electronics	 Select the most appropriate techniques to decorate textiles. 	 Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration). 	
 U: or e sim in n tead Be con in d 	• Use basic tools or equipment in simple processes, chosen in negotiation with the teacher.	• Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage).	Electricals and electronics	• Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion).	
		Computing	Create series and parallel circuits		
	• Begin to communicate preferences in designing and making.	• Model designs using software.	Computing	Electricals and electronics	
		Construction	 Control and monitor models using software designed for this purpose. 	• Create circuits using electronics kits that employ a number of components (such as LEDs, resistors,	
		• Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products. <u>Mechanics</u>	Construction	transistors and chips).	
				Computing	
			• Choose suitable techniques to construct products or to repair items.	• Write code to control and monitor models or products	
		• Create products using levers, wheels and winding mechanisms.	 Strengthen materials using suitable techniques. 	Construction	
		• Design products that have a clear purpose and an intended user.	Mechanics	 Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filling and sanding). 	
		• Make products, refining the design as work progresses.	forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).	Mechanics	
		• Use software to design.	- Design with purpose by	• Convert rotary motion to linear using cams.	
To design, make, evaluate and improve			 Design with purpose by identifying opportunities to design. Make products by working efficiently (such as 	• Use innovative combinations of electronics (or computing) and mechanics in product designs.	
			by carefully selecting materials).	• Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).	

To take inspiration from design throughout history		 Explore objects and designs to identify likes and dislikes of the designs. Suggest improvements to existing designs. Explore how products have been created. 		 Refine work and techniques as work progresses, continually evaluating the product design. Use software to design and represent product designs. Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs. Improve upon existing designs, giving reasons for choices. Disassemble products to understand how they work. 		 Make products through stages of prototypes, making continual refinements. Ensure products have a high quality finish, using art skills where appropriate. Use prototypes, cross-sectional diagrams and computer aided designs to represent designs. Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience. 	
Suggested activities	Construction building and modifying Cutting skills making puppets Homes'building Three little pigs Towns/maps beebots	Design and make your own smoothie/sandwich/ cake/biscuits puppet making/moving cards/pop up cards,pictures dying/stitching/printing e.g hungry caterpillar Sound Instruments telephone noah's ark winding mechanisms Materials Moving parts levers Easter cards	Design for a purpose vehicles/insect homes? Food tech: making food using tools design and evaluate Vehicles design and make a vehicle for an island Puppets Winding mechanisms link to materials Computers/electronics	Farms Materials Construction Mechanisms Links with textiles Make a blanket for the sick animal Cooking Electronics/computers	Design and make a boat Christmas cooking Design and make a board game Link to disassemble products to see how they work? Visiting workshops/garages French moving book Cooking Electronics/computers	Decorating boxes Creating presents (recycled materials) Food making party food for y6 leavers Design create and refine taster sessions? Computers/electronics Link with knex?	Food_create and refine recipes can be link to country topic links with textiles looking at qualities, stitching/history ww2 food and storing food (rationing) Materials Shelters/ww2 building Links with textiles and fabrics that are used/clothing History: looking at what has been built/engineered over time e.g Bridges/Bristol

		Arts week papier mache animals Toys/puppets assembling/joins Playground equipment lighthouse stories/mechanisms link to batteries/lights					Design and make for a purpose Packaging/clothing/food <u>Computers/electronics</u> <u>Link with knex</u>
Cross curricular links	Uw maths c&L literacy psed physical	Science Maths Literacy IT Art History Geography (hummanities0	Science Maths Literacy IT Art History Geography (hummanities0	Science Maths Literacy IT Art History Geography (hummanities0	Science Maths Literacy IT Art History Geography (hummanities0	Science Maths Literacy IT Art History Geography (hummanities0	Science Maths Literacy IT Art History Geography (hummanities0
Visits/trips/enrichment							
Ongoing opportunities	Mike Bridgen DT club after	school every spring term					