



Powerstock CE VE Primary School DT Year A/B Curriculum Cycle

Year A	
BURTON (EYFS, Y1, Y2)	FOCUS: Developing design and making skills.
Key Topics: <ul style="list-style-type: none"> ○ Textiles: Simple sewing projects (e.g., making a fabric puppet). ○ Construction: Building with various materials (e.g., using LEGO, recycled materials). ○ Food Technology: Basic cooking skills (e.g., making fruit kebabs). 	
Skills Development: <ul style="list-style-type: none"> ○ Identifying and using different materials. ○ Basic sewing techniques (threading a needle, simple stitches). ○ Safety in the kitchen. 	
COGDEN (Y3, Y4)	FOCUS: Exploring materials and basic construction.
Key Topics: <ul style="list-style-type: none"> ○ Mechanical Systems: Simple levers and linkages (e.g., designing a moving model). ○ Textiles: Creating a simple bag or cushion. ○ Food Technology: Healthy eating and basic recipe creation (e.g., making sandwiches or salads). 	
Skills Development: <ul style="list-style-type: none"> ○ Designing with a purpose (drawing and labelling designs). ○ Constructing with precision (measuring and cutting). ○ Understanding healthy food choices. 	
SEATOWN (Y5, Y6)	FOCUS: Advanced design processes and sustainability.
Key Topics: <ul style="list-style-type: none"> ○ Electrical Systems: Introduction to simple circuits (e.g., creating a light-up greeting card). ○ Textiles: Designing and making a wearable item. ○ Food Technology: Exploring world cuisines and creating a dish. 	
Skills Development: <ul style="list-style-type: none"> ○ Applying the design process (research, design, make, evaluate). ○ Advanced sewing techniques (e.g., machine sewing). ○ Understanding nutritional values and food sourcing. 	



Year B	
BURTON (EYFS, Y1, Y2)	FOCUS: Creative expression and imaginative projects.
Key Topics: <ul style="list-style-type: none">○ Sculpture: Building 3D models using clay or cardboard.○ Simple Electronics: Introduction to circuits using battery-powered components (e.g., making a light-up card).○ Food Technology: Creating simple no-cook recipes (e.g., making fruit salad).	
Skills Development: <ul style="list-style-type: none">○ Experimenting with different shapes and forms.○ Basic understanding of how simple circuits work.○ Collaborating to create group projects.	
COGDEN (Y3, Y4)	FOCUS: Real-world applications and problem-solving.
Key Topics: <ul style="list-style-type: none">○ Structures: Designing and building bridges using straws or sticks.○ Textiles: Creating a themed textile product (e.g., a t-shirt design).○ Food Technology: Investigating local foods and making a dish using seasonal ingredients.	
Skills Development: <ul style="list-style-type: none">○ Analysing design problems and coming up with solutions.○ Understanding properties of materials (strength, flexibility).○ Practicing food preparation and presentation skills.	
SEATOWN (Y5, Y6)	FOCUS: Entrepreneurial projects and sustainability.
Key Topics: <ul style="list-style-type: none">○ Product Design: Creating a prototype of a product that solves a problem (e.g., eco-friendly packaging).○ Digital Technology: Using software to design products (e.g., CAD software for 3D modelling).○ Food Technology: Understanding food science and creating a dish with a scientific approach (e.g., baking).	
Skills Development: <ul style="list-style-type: none">○ Evaluating existing products and understanding market needs.○ Using technology in design processes.○ Exploring food science concepts (e.g., chemical reactions in cooking).	



Assessment and Evaluation

- **Ongoing Assessments:** Regular formative assessments through observation, peer feedback, and self-assessment.
- **End-of-Cycle Projects:** Each class will present a project at the end of the cycle, showcasing their learning and skills. This can be a school exhibition or a themed showcase.

Cross-Curricular Links

- **Maths:** Measuring and calculating dimensions.
- **Science:** Understanding materials and their properties.
- **Art:** Incorporating design elements into projects.

Resources Needed

- Basic tools (scissors, glue, tape).
- A variety of materials (textiles, cardboard, electronic components).
- Access to kitchen facilities for food technology projects.
- Digital tools (if applicable) for design and modelling.

This curriculum structure provides a balanced approach to DT, catering to the diverse needs and abilities of the mixed-age classes while adhering to the National Curriculum requirements.