

DT Curriculum St Erth

6 Key areas of Study in Design Technology					
Cooking and Nutrition Where food comes from, balanced diet, preparation and cooking skills. Kitchen hygiene and safety. Following recipes.	Mechanisms and Mechanical systems Mimic natural movements using mechanisms such as cams, followers, levers and sliders.	Structures Material functional and aesthetic properties, strength and stability, stiffen and reinforce structures.	Textiles Fastening, sewing, decorative and functional fabric techniques including cross stitch, blanket stitch and appliqué.	Electrical Systems Operational series circuits, circuit components, circuit diagrams and symbols, combined to create various electrical products.	Digital World (KS2 only) Program products to monitor and control, develop designs and virtual models using 2D and 3D CAD software.
Year	Autumn	Spring		Summer	
Year 1&2 Cycle A	Mechanisms: Wheels and Axis- fire engines	Structures: castles+ homes		Structure: boats	
Year 1&2 Cycle B	Textiles: delightful decorations	Mechanisms: Moving parts picture		Food: A Balanced Diet	
Year 3&4 Cycle A	Mechanical system : Pneumatic toys/ Sling shots	Cooking and Nutrition: Adapt a recipe: Pasty		Electrical system: Poster	
Year 3&4 Cycle B	Digital world: Mindful timer	Castles: Structures		Textiles: Cross-stitch and appliqué Cushions or Egyptian collars	
Year 5&6 Cycle A	Cooking and Nutrition	Structures- Bridge Building		Monitoring Devices	
Year 5&6 Cycle B	Textiles: Waistcoat Design	Mechanical Toy		Electrical Systems: Steady hand Game	