



Yr 4 Autumn Overview - D&T

Term	Task	Knowledge, Skills & Understanding	Resources	Useful Websites
Autumn 1	Romans Design a Roman Feast. (FOOD TECHNOLOGY)	<u>Designing</u> - Use ideas from other people when designing - Gather information about the needs and wants of particular individuals and groups, and develop own design criteria (DATA) - Produce a realistic plan and explain it - Persevere and adapt work when original ideas do not work - Communicate ideas in a range of ways, including sketches and drawings which are annotated <u>Making</u> - Know which tools to use for a particular task and show knowledge of handling the tool - Know which material is likely to give the best outcome - Measure, mark out, cut and shape, assemble, join and combine materials and components with some accuracy (DATA)	- Cooking utensils - Ingredients - Roman bread	<u>Roman Food</u> https://www.stem.org.uk/resource-s/elibrary/resource/31799/roman-banquet https://www.romae-vitam.com/roman-bread.html
Autumn 2	Romans Design a Roman aqueduct. (TECHNICAL KNOWLEDGE - STRUCTURES)	<u>Evaluating</u> - Evaluate and suggest improvements for design - Evaluate products for both their purpose and appearance - Explain how the original design has been improved - Present a product in an interesting way <u>Technical Knowledge (AUT 2)</u> - Apply understanding of how to strengthen, stiffen and reinforce complex structures <u>Food Technology (AUT 1)</u> - Know how to be hygienic and safe when using food - Bring a creative element to the food product being designed	- Card - newspapers - Plastic sheet / table cloth/ cellophane - Plastic straws? - Tape - PVA glue - Plastic cups/bottles	<u>Aqueduct</u> https://www.teachengineering.org-activities/view/construct_an_aqueduct

ICT - Check with NJ & DA - Use IT, where appropriate, to add to the quality of their design.

STICKY KNOWLEDGE - KNOW how to communicate designs, UNDERSTAND the properties of a wide range of materials and components, KNOW how to strengthen & reinforce, KNOW how to measure, mix, knead & shape ingredients



Yr 4 Spring Overview - D&T

Term	Task	Knowledge, Skills & Understanding	Resources	Useful Websites
Spring 1	Anglo Saxons Design, make and market a piece of jewellery in an Anglo Saxon design. (DESIGN, MAKE, EVALUATE)	<u>Designing</u> - Use ideas from other people when designing - Gather information about the needs and wants of particular individuals and groups, and develop own design criteria (DATA) - Produce a realistic plan and explain it - Persevere and adapt work when original ideas do not work - Communicate ideas in a range of ways, including sketches and drawings which are annotated <u>Making</u> - Know which tools to use for a particular task and show knowledge of handling the tool - Know which material is likely to give the best outcome - Measure, mark out, cut and shape, assemble, join and combine materials and components with some accuracy (DATA) - Build on Year 3 - measure, make cuts and make holes <u>Evaluating</u> - Evaluate and suggest improvements for design - Evaluate products for both their purpose and appearance - Explain how the original design has been improved - Present a product in an interesting way <u>Technical Knowledge (SPR 2)</u> - That a single fabric shape can be used to make a 3D textiles product (DATA)	- Clay - Salt dough recipe - Thin wire - Threads - Safety pins	Anglo Saxons http://www.show.me.uk/editorial/1157-how-to-make-friendship-bracelets https://myashmead.org/2014/03/20/making-anglo-saxon-jewellery/
Spring 2	Anglo Saxons Design and make a purse with an Anglo-Saxon design (TECHNICAL KNOWLEDGE - TEXTILES)	<u>Evaluating</u> - Evaluate and suggest improvements for design - Evaluate products for both their purpose and appearance - Explain how the original design has been improved - Present a product in an interesting way <u>Technical Knowledge (SPR 2)</u> - That a single fabric shape can be used to make a 3D textiles product (DATA)	- Fabric (felt?) - Threads - Needles - Stitching guides	Anglo Saxons http://www.bayeuxtapestry.org.uk/

ICT - Check with NJ & DA - Use IT, where appropriate, to add to the quality of their design.

STICKY KNOWLEDGE - KNOW how to communicate designs, UNDERSTAND the properties of a wide range of materials and components, KNOW how to strengthen & reinforce, UNDERSTAND mechanical and electrical systems



Yr 4 Summer Overview - D&T

Term	Task	Knowledge, Skills & Understanding	Resources	Useful Websites
Summer 1	Vikings Design and build a Viking toy boat (DESIGN, MAKE, EVALUATE, TECHNICAL - PROPELLER)	<u>Designing</u> - Use ideas from other people when designing - Gather information about the needs and wants of particular individuals and groups, and develop own design criteria (DATA) - Produce a realistic plan and explain it - Persevere and adapt work when original ideas do not work - Communicate ideas in a range of ways, including sketches and drawings which are annotated <u>Making</u> - Know which tools to use for a particular task and show knowledge of handling the tool - Know which material is likely to give the best outcome - Measure, mark out, cut and shape, assemble, join and combine materials and components with some accuracy (DATA) - Build on Year 3 - measure, make cuts and make holes	- card - Plastic bottles - PVA glue - Masking tape - Double-sided tape	<u>Vikings</u>
Summer 2	Vikings Quiz board (TECHNICAL KNOWLEDGE - LIGHTS/BUZZERS)	<u>Evaluating</u> - Evaluate and suggest improvements for design - Evaluate products for both their purpose and appearance - Explain how the original design has been improved - Present a product in an interesting way <u>Technical Knowledge (SPR 2)</u> - Build on Year 3 - Apply understanding of how to strengthen, stiffen and reinforce complex structures - links scientific knowledge by using lights, switches or buzzers - use electrical systems to enhance the quality of the product	- Cardboard - Tape - Glue - Tin foil - Electrical circuit components - Wire buzzer game - Operation game	

ICT - Check with NJ & DA - Use IT, where appropriate, to add to the quality of their design.

STICKY KNOWLEDGE - KNOW how to communicate designs, UNDERSTAND the properties of a wide range of materials and components, KNOW how to strengthen & reinforce, UNDERSTAND mechanical and electrical systems