



Yr 5 Autumn Overview - D&T

Term	Task	Knowledge, Skills & Understanding	Resources	Useful Websites
Autumn 1	The Battle of Bosworth Design and produce a flag or banner. (DESIGN, MAKE & EVALUATE - TEXTILES)	<u>Designing</u> - Come up with a range of ideas after collecting information from different sources - Produce a detailed, step-by-step plan - Explain how a product will appeal to a specific audience - Make design decisions, taking account of constraints such as time, resources and cost (DATA) <u>Making</u> - Use a range of tool and equipment competently - Accurately measure, mark out, cut and shape (DATA) - Accurately assemble, join and combine materials and components (DATA) - Make a prototype before making a final version <u>Evaluating</u> - Suggest alternative plans; outlining the positive features and drawbacks - Evaluate appearance and function against original criteria	- Fabric - Threads - Needles - Stitching guides - Wooden dowel	https://www.bbc.com/bitesize/subjects/zyr9wmn
Autumn 2	The Battle of Bosworth Create a Christmas biscuit. (FOOD TECHNOLOGY)	<u>Technical knowledge</u> - That a 3D textiles product can be made from a combination of fabric shapes (DATA) <u>Food Technology</u> - Be both hygienic and safe in the kitchen - Know how to prepare a meal by collecting the ingredients in the first place - Know which season various foods are available for harvesting - That a recipe can be adapted by adding or substituting one or more ingredients (DATA)	- Biscuit recipes - Ingredients - Kitchen scales - Mixing bowls - Utensils	

ICT - Check with NJ & DA - Use MORE complex IT programs to help enhance the quality of the product produced.

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 5 Spring Overview - D&T (Design and make Something, for Somebody, with Some purpose)

Term	Task	Knowledge, Skills & Understanding	Resources	Useful Websites
Spring 1	Tudors Design and make a photo frame (MAKING - STRUCTURES)	<u>Designing</u> - Come up with a range of ideas after collecting information from different sources - Produce a detailed, step-by-step plan - Explain how a product will appeal to a specific audience - Make design decisions, taking account of constraints such as time, resources and cost (DATA) - Design a product that requires pulleys or gears <u>Making</u> - Use a range of tool and equipment competently - Accurately measure, mark out, cut and shape (DATA) - Accurately assemble, join and combine materials and components (DATA) - Make a prototype before making a final version	- QCA unit? - Wooden dowel - Hacksaws - Bench hooks - Card	
Spring 2	Tudors Design and make a Moon Buggy (TECHNICAL KNOWLEDGE - simple circuit and pulleys)	<u>Evaluating</u> - Suggest alternative plans; outlining the positive features and drawbacks - Evaluate appearance and function against original criteria <u>Technical knowledge</u> - Links scientific knowledge to design by using pulleys or gears - Know how to reinforce and strengthen a 3D framework (DATA)	- Card - Wheels - Dowel/skewers - Art straws - Pulley - large for wheel and small for motor - Elastic bands - Low melt glue gun - Motor and holder - Double sided tape/foam - Battery & holder - wires	

ICT - Check with NJ & DA - Use MORE complex IT programs to help enhance the quality of the product produced.

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 5 Summer Overview - D&T

Term	Task	Knowledge, Skills & Understanding	Resources	Useful Websites
Summer 1	Victorians Make a model fairground ride. QCA Unit (TECHNICAL KNOWLEDGE)	<u>Designing</u> - Come up with a range of ideas after collecting information from different sources - Produce a detailed, step-by-step plan - Explain how a product will appeal to a specific audience - Make design decisions, taking account of constraints such as time, resources and cost (DATA) - Design a product that requires pulleys or gears <u>Making</u> - Use a range of tool and equipment competently - Accurately measure, mark out, cut and shape (DATA) - Accurately assemble, join and combine materials and components (DATA) - Make a prototype before making a final version	- Cams - Dowel - Cardboard - PVA glue - Tape - Electrical components - wires, batteries, switch, motor	
Summer 2	Victorians Bridge building looking at Isambard Kingdom Brunel. (MAKING - STRUCTURES)	<u>Evaluating</u> - Suggest alternative plans; outlining the positive features and drawbacks - Evaluate appearance and function against original criteria <u>Technical knowledge</u> - Links scientific knowledge to design by using pulleys or gears - Know how to reinforce and strengthen a 3D framework (DATA)	- Art straws - Newspaper - Masking tape	http://www.technologytom.com/html/-bridges.html

ICT - Check with NJ & DA - Use MORE complex IT programs to help enhance the quality of the product produced.

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