



HOLY GHOST SCHOOL DT PROGRAMME OF STUDY

	<u>Topics</u>	<u>Developing, planning and communicating ideas</u>	<u>Working with tools, equipment, materials and components to make quality products</u>	<u>Evaluating Processes and products</u>
EYFS	<p>Ongoing Provision – Junk Modelling, Blocks, Lego, Mud Kitchen etc</p> <p>Enhanced Provision –</p> <ul style="list-style-type: none"> Not a Box Not a Stick Castles Bridges Vehicles Pirate Ships <p>Some of the activities are carried out by all children, some are ‘chosen’ but all children will have access to all activities.</p>	<p>Autumn 1 – Box Week – plan what the box could be</p> <p>Autumn 2 – Plan and create own rocket</p> <p>Plan and create a boat that will float</p> <p>Not a stick – plan what the stick could be</p> <p>Spring 1 – Design and build a bridge</p> <p>Spring 2 – plan and make a pirate ship</p> <p>Papier mache – plan and decorate a treasure chest</p> <p>Plan a pirate hat and eye patch</p> <p>Summer 1: Plan a cart to carry a loaf of bread</p> <p>Summer 2 – plan and build a bee drinking bath</p> <p>Plan and build an animal bed</p> <p>Plan and make binoculars</p>	<p>Autumn 1 Box Week – create a different object based on a box</p> <p>Autumn 2 – plan and create own rocket</p> <p>Plan and create a boat that will float</p> <p>Create an object from the stick</p> <p>Spring 1 Design and build a bridge</p> <p>Spring 2 – plan and build a pirate ship</p> <p>Make a telescope</p> <p>Papier mache – plan and decorate a treasure chest</p> <p>Summer 1 – plan and build a cart to carry a loaf of bread</p> <p>Summer 2 plan and build a bee drinking bath</p> <p>Plan and build an animal bed</p> <p>Plan and make binoculars</p>	<p>Overcome challenges and difficulties</p> <p>Autumn 1 – Box Week – share creations with others</p> <p>Autumn 2 – does the boat float – How many play characters can get on the boat before it sinks? How can it be improved?</p> <p>Share the stick creation</p> <p>Spring 1 – Evaluate the bridge, is it stable?</p> <p>Spring 2 – plan, build and improve a pirate ship</p> <p>Summer 1 – Plan build and improve a cart to carry a loaf of bread</p> <p>Observe bee baths at home and school to evaluate success</p> <p>Is the bed the right size for the cuddly toy animal? Do you think it is comfortable</p>



HOLY GHOST SCHOOL DT PROGRAMME OF STUDY

	Cooking	<p>Cookery</p> <p>Autumn 2 - design and make Christmas cookies for buddies</p> <p>Spring 1 - Plan and decorate a gingerbread man</p> <p>Follow and write a recipe for baked beans</p> <p>Spring 2</p> <p>Follow and write a recipe for grog</p> <p>Summer 1</p> <p>Plan toppings for pancakes</p> <p>Plan a recipe at home to cook with family</p>	<p>Cookery</p> <p>Autumn 2 Design and make Christmas cookies for buddies</p> <p>Spring 1 - baked beans - use of measuring equipment, knives, spoons</p> <p>Follow and write a recipe for grog - choose own additions</p> <p>Summer 1 - make jam sandwiches - appropriate use of knives, spreading, cutting</p> <p>Pancakes (supervised) pour batter, care with hot pan add own toppings</p> <p>Fruit tasting, and preparation, use of knives to cut, and remove cores - with support and supervision</p> <p>Home learning - create a recipe at home - write and photograph</p>	<p>Discuss the taste and appearance of all</p> <p>Summer 1 - fruit tasting</p> <p>Home learning - describe your recipe</p>



HOLY GHOST SCHOOL DT PROGRAMME OF STUDY

YEAR 1	Puppets	<p>Draw on their own experience to help generate ideas</p> <p>Suggest ideas and explain what they are going to do</p> <p>Identify a target group for what they intend to design and make</p> <p>Model their ideas in card and paper</p>	<p>Make their design using appropriate techniques</p> <p>With help measure, mark out, cut and shape a range of materials</p> <p>Use tools <i>e.g. scissors and a hole punch</i> safely</p> <p>Assemble, join and combine materials and components together using a variety of temporary methods <i>e.g. glues or masking tape</i></p>	<p>Evaluate their product by discussing how well it works in relation to the purpose</p> <p>Evaluate their product by asking questions about what they have made and how they have gone about it</p>
	Salads (savoury and fruit)	<p>Draw on their own experience to help generate ideas</p> <p>Suggest ideas and explain what they are going to do</p>	<p>Select and use appropriate fruit and vegetables, processes and tools</p> <p>Use basic food handling, hygienic practices and personal hygiene</p>	<p>Evaluate their product by discussing how well it works in relation to the purpose</p> <p>Evaluate their products as they are developed, identifying strengths and possible changes they might make</p>



HOLY GHOST SCHOOL DT PROGRAMME OF STUDY

				Evaluate their product by asking questions about what they have made and how they have gone about it.
--	--	--	--	---



HOLY GHOST SCHOOL DT PROGRAMME OF STUDY

YEAR 2	Levers and sliders	<p>Generate ideas by drawing on their own and other people's experiences</p> <p>Develop their design ideas through discussion, observation, drawing and modelling</p> <p>Identify a purpose for what they intend to design and make</p> <p>Identify simple design criteria</p> <p>Make simple drawings and label parts</p>	<p>Begin to select tools and materials; use vocab' to name and describe them</p> <p>Measure, cut and score with some accuracy Assemble, join and combine materials in order to make a product</p>	<p>Evaluate against their design criteria</p> <p>Evaluate their products as they are developed, identifying strengths and possible changes they might make</p> <p>Talk about their ideas, saying what they like and dislike about them</p>
	Food-healthy lunch	<p>Generate ideas by drawing on their own and other people's experiences</p> <p>Develop their design ideas through discussion</p>	<p>Follow safe procedures for food safety and hygiene</p> <p>Choose and use appropriate finishing techniques</p>	<p>Evaluate against their design criteria Evaluate their products as they are developed, identifying strengths and possible changes they might make</p> <p>Talk about their ideas, saying what they like and dislike about them</p>



HOLY GHOST SCHOOL DT PROGRAMME OF STUDY

Year 3	Mediterranean Meal-Food	<p>Generate ideas for an item, considering its purpose and the user/s</p> <p>Identify a purpose and establish criteria for a successful product.</p> <p>Plan the order of their work before starting</p> <p>Explore, develop and communicate design proposals by modelling ideas</p>	<p>Select tools and techniques for making their product</p> <p>Work safely and accurately with a range of simple tools</p> <p>Demonstrate hygienic food preparation and storage</p>	<p>Evaluate their product against original design criteria <i>e.g. how well it meets its intended purpose</i></p> <p>Disassemble and evaluate familiar products</p>
	Shadow Puppet theatres-Structure (science)	<p>Generate ideas for an item, considering its purpose and the user/s</p> <p>Identify a purpose and establish criteria for a successful product.</p> <p>Plan the order of their work before starting</p> <p>Explore, develop and communicate design proposals by modelling ideas</p> <p>Make drawings with labels when designing</p>	<p>Select tools and techniques for making their product</p> <p>Measure, mark out, cut, score and assemble components with more accuracy</p> <p>Work safely and accurately with a range of simple tools</p> <p>Think about their ideas as they make progress and be willing change things if this helps them improve their work</p> <p>Use finishing techniques strengthen and improve the appearance of their product using a range of equipment including ICT</p>	<p>Evaluate their product against original design criteria <i>e.g. how well it meets its intended purpose</i></p> <p>Disassemble and evaluate familiar products</p>



HOLY GHOST SCHOOL DT PROGRAMME OF STUDY

Year 4	Weaving-Greek Headdresses	<p>Generate ideas, considering the purposes for which they are designing</p> <p>Make labelled drawings from different views showing specific features</p> <p>Develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making, if the first attempts fail</p> <p>Evaluate products and identify criteria that can be used for their own designs</p>	<p>Select appropriate tools and techniques for making their product</p> <p>Measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and techniques</p> <p>Join and combine materials and components accurately in temporary and permanent ways</p> <p>Weave and knit</p>	<p>Evaluate their work both during and at the end of the assignment</p> <p>Evaluate their products carrying out appropriate tests</p>
	Food-Comparing Fast Food from three different countries	<p>Generate ideas, considering the purposes for which they are designing</p> <p>Develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making, if the first attempts fail</p> <p>Evaluate products and identify criteria that can be used for their own designs</p>	<p>Select appropriate tools and techniques for making their product</p> <p>Use simple graphical communication techniques</p>	<p>Evaluate their work both during and at the end of the assignment</p> <p>Evaluate their products carrying out appropriate tests</p>



HOLY GHOST SCHOOL DT PROGRAMME OF STUDY



HOLY GHOST SCHOOL DT PROGRAMME OF STUDY

Year 5	Food-South American Flavours	<p>Generate ideas through brainstorming and identify a purpose for their product</p> <p>Draw up a specification for their design</p> <p>Develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making if the first attempts fail</p> <p>Use results of investigations, information sources, including ICT when developing design ideas</p>	<p>Select appropriate materials, tools and techniques</p> <p>Measure and mark out accurately</p> <p>Use skills in using different tools and equipment safely and accurately</p> <p>Weigh and measure accurately (time, dry ingredients, liquids)</p> <p>Apply the rules for basic food hygiene and other safe practices <i>e.g. hazards relating to the use of ovens</i></p>	<p>Evaluate a product against the original design specification</p> <p>Evaluate it personally and seek evaluation from others</p>
	Structure-Anderson Shelters Woodwork	<p>Generate ideas through brainstorming and identify a purpose for their product</p> <p>Draw up a specification for their design</p> <p>Develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making if the first attempts fail</p>	<p>Select appropriate materials, tools and techniques</p> <p>Measure and mark out accurately</p> <p>Use skills in using different tools and equipment safely and accurately</p> <p>Cut and join with accuracy to ensure a good-quality finish to the product</p>	<p>Evaluate a product against the original design specification</p> <p>Evaluate it personally and seek evaluation from others</p>



HOLY GHOST SCHOOL DT PROGRAMME OF STUDY

Year 6	Slippers-Sewing	<p>Communicate their ideas through detailed labelled drawings</p> <p>Develop a design specification</p> <p>Explore, develop and communicate aspects of their design proposals by modelling their ideas in a variety of ways</p> <p>Plan the order of their work, choosing appropriate materials, tools and techniques</p>	<p>Select appropriate tools, materials, components and techniques</p> <p>Assemble components make working models</p> <p>Use tools safely and accurately</p> <p>Construct products using permanent joining techniques</p> <p>Make modifications as they go along</p> <p>Pin, sew and stitch materials together create a product</p> <p>Achieve a quality product</p>	<p>Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests</p> <p>Evaluate against their original criteria and suggest ways that their product could be improved</p>
	Food-cookery project	<p>Generate ideas through brainstorming and identify a purpose for their product</p> <p>Draw up a specification for their design</p> <p>Develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making if the first attempts fail</p> <p>Use results of investigations, information sources, including</p>	<p>Select appropriate materials, tools and techniques</p> <p>Measure and mark out accurately</p> <p>Use skills in using different tools and equipment safely and accurately</p> <p>Weigh and measure accurately (time, dry ingredients, liquids)</p> <p>Apply the rules for basic food hygiene and other safe practices <i>e.g. hazards relating to the use of ovens</i></p>	<p>Evaluate a product against the original design specification</p> <p>Evaluate it personally and seek evaluation from others</p>



HOLY GHOST SCHOOL DT PROGRAMME OF STUDY

		ICT when developing design ideas		
--	--	----------------------------------	--	--