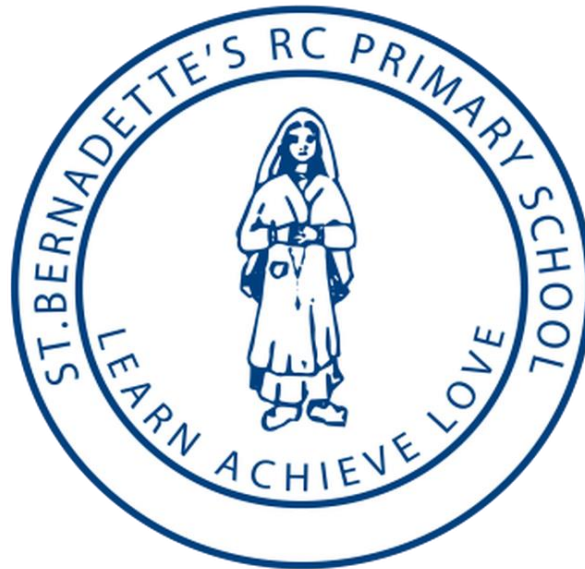


ST BERNADETTE'S RC PRIMARY SCHOOL



DESIGN & TECHNOLOGY CURRICULUM

St Bernadette's RC Primary School
Art & Design Curriculum

Intent
<p>At St Bernadette's RC Primary School, we aim to provide all children with a broad & balanced curriculum which prepares them for life beyond primary education. We believe that high-quality Design & Technology lessons will engage & inspire children to think innovatively, develop creative procedural understanding & exercise their creativity & imagination. The children are taught to combine their art & design skills with knowledge & understanding in order to design & make a product that solve real & relevant problems within a variety of contexts, considering their own & others' needs wants & values. During art & design technology lessons, we teach children the language skills they will need to be effective communicators. We actively encourage our children to be critical thinkers, forward planners & effective problem solvers. We also teach our children to work on their own, as capable individuals, & as a valued member of a team. Resilience is an important element of our D&T & whole school curriculum & our children are encouraged to 'innovate' & take risks.</p>

St Bernadette's RC Primary School
Art & Design Curriculum

NURSERY (NB – CHILD LED ACTED ON)					
ONGOING SKILLS TAUGHT ACROSS THE YEAR: Cutting Skills					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<u>STRUCTURES</u> Junk Modelling (Lesson 1 – exploring junk modelling)	<u>SEASONAL PROJECT</u> Sliding Santa's	<u>STRUCTURES</u> (Lesson 1 – waterproof materials) (Lesson 2 – Floating & Sinking)	<u>Cooking & Nutrition</u> Porridge	<u>TEXTILES</u> (Lesson 1 – exploring threading & weaving)	<u>COOKING & NUTRITION</u> Rainbow Salad
RECEPTION (NB - CHILD LED ACTED ON)					
ONGOING SKILLS TAUGHT ACROSS THE YEAR: Cutting Skills					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<u>COOKING & NUTRITION</u> Soup	<u>SEASONAL ACTIVITY</u> Hibernation Boxes	<u>COOKING & NUTRITION</u> Vegetable stir Fry	<u>TEXTILES</u> Paper Weaving & Sewing ➤ Lesson 2 – Paper Weaving ➤ Lesson 3 – Sewing with Binka	<u>STRUCTURES</u> Boats ➤ Recap waterproof & floating & sinking ➤ Lesson 3 – Boats ➤ Lesson 4 – Investigating Boats ➤ Lesson 5 – Designing Boats ➤ Lesson 6 – Creating & Testing Boats	<u>TEXTILES</u> Dream Catcher ➤ Lesson 4 – Treading to design a product (dream catcher)
<u>STRUCTURES</u> ➤ Junk Modelling - Lesson 2 – Cutting & Scissor Skills (on-going skill) ➤ Lesson 3 – Choosing Resources	<u>STRUCTURES</u> Junk Modelling ➤ Lesson 4 – Making Models ➤ Lesson 5 – Evaluation & Presentation ➤ Lesson 6 – Temporary Joins				<u>SEASONAL PROJECT</u> Flower Threading
	<u>SEASONAL PROJECT</u> Christmas Wreath				

St Bernadette's RC Primary School
Art & Design Curriculum

KEY STAGE 1					
WORKING AS DESIGNERS IN KEY STAGE 1					
KEY STAGE 1 YEAR A					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
ART & DESIGN UNIT	TEXTILES Puppets (Y1 Unit) <ul style="list-style-type: none"> - Explore methods of joining fabric - Design & make a character-based hand puppet using a preferred joining technique - Decorate 	ART & DESIGN UNIT	STRUCTURES A King's Throne (Y2 Unit) (Adapted from "A Baby Bear's Chair") <ul style="list-style-type: none"> - Explore stability methods to strengthen structures - Understand structure weaknesses - Develop improvements 	ART & DESIGN UNIT	MECHANISMS A Moving Monster (Y2 Unit) <ul style="list-style-type: none"> - Explore levers, linkages & pivots through existing products & experimentation - Use research to construct & assemble a moving monster

St Bernadette's RC Primary School
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KEY STAGE 1 YEAR B					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
ART & DESIGN UNIT	STRUCTURES Windmills (Y1 Unit) <ul style="list-style-type: none"> - Design & construct a windmill. - Explore various types of windmill, how they work & their key features 	FOOD & NUTRITION A Balanced Diet (Y2 Unit) <ul style="list-style-type: none"> - Learn about the food groups (carbohydrates, proteins, fruits & vegetables, dairy, oils & spreads to understand a balanced diet - Develop a healthy wrap 	MECHANISMS Wheels & Axles (Y1 Unit) <ul style="list-style-type: none"> - Learn about the key parts of a wheeled vehicle - Develop an understanding of how wheels, axles and axle holders work - Design and make a moving vehicle 	ART & DESIGN UNIT	ART & DESIGN UNIT

St Bernadette's RC Primary School
Art & Design Curriculum

LOWER KEY STAGE 2					
WORKING AS DESIGNERS IN LOWER KEY STAGE 2					
LOWER KEY STAGE 2 YEAR A					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
ART & DESIGN UNIT	ELECTRICAL SYSTEMS Torches (Y4 Unit) <ul style="list-style-type: none"> - Identify the difference between electrical and electronic products - Evaluate a range of existing torches and their features - Develop a new functional torch design. 	ART & DESIGN UNIT	MECHANICAL SYSTEMS Pneumatic Toys (Y3 Unit) <ul style="list-style-type: none"> - Explore pneumatic systems - Apply understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams 	ART & DESIGN UNIT	FOOD & NUTRITION Adapt a Recipe (Y4 Unit) <ul style="list-style-type: none"> - Learn a basic biscuits recipe - Adapt it to suit a target audience - Take into account the cost of the ingredients and other expenses against a set budget

St Bernadette's RC Primary School
Art & Design Curriculum

LOWER KEY STAGE 2 YEAR B					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>STRUCTURES Constructing a Castle (Y3 Unit)</p> <ul style="list-style-type: none"> - Identify and learn about the key features of a castle - Design and make a recycled-material castle (structure). 	<p>ART & DESIGN UNIT</p>	<p>MECHANICAL SYSTEMS Making a Slingshot Car (Y4 Unit)</p> <ul style="list-style-type: none"> - Use a range of materials to design and make a car with a working slingshot mechanism - House the mechanism using a range of nets. 	<p>ART & DESIGN UNIT</p>	<p>TEXTILES Cross Stitch & Applique (Y3 Unit)</p> <ul style="list-style-type: none"> - Learn and apply two new sewing techniques – cross-stitch and appliqué. - Utilise these skills to design and make a cushion or Egyptian collar. 	<p>ART & DESIGN UNIT</p>

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UPPER KEY STAGE 2					
WORKING AS DESIGNERS IN UPPER KEY STAGE 2					
UPPER KEY STAGE 2 YEAR A					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
ART & DESIGN UNIT	COOKING & NUTRITION Come Dine With Me (Y6 Unit) <ul style="list-style-type: none"> - Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes. - Explore each key ingredient's farm to fork process. 	ART & DESIGN UNIT	MECHANICAL SYSTEMS Pop-Up Book (Y5 Unit) <ul style="list-style-type: none"> - Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms. 	ART & DESIGN UNIT	STRUCTURES Bridges (Y5 Unit) <ul style="list-style-type: none"> - Test and analyse various types of bridge to determine their strength and stability. - Explore material properties and sources, before marking, sawing and assembling a wooden truss bridge.

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UPPER KEY STAGE 2 YEAR B					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
ELECTRICAL SYSTEMS Steady Hand game (Y6 Unit) <ul style="list-style-type: none"> - Understand what is meant by fit for purpose design and form follows function. - Design and develop a steady hand game using a series circuit, including housing and backboard. 	ART & DESIGN UNIT	ART & DESIGN UNIT	TEXTILES Stuffed Toys (Y6 Unit) <ul style="list-style-type: none"> - Design a stuffed toy and make decisions on materials, decorations and attachments (appendages) after learning how to sew a blanket stitch 	STRUCTURES Playgrounds (Y6 Unit) <ul style="list-style-type: none"> - Research existing playground equipment and their different form - Design and develop a range of apparatus to meet a list of specified design criteria. 	ART & DESIGN UNIT