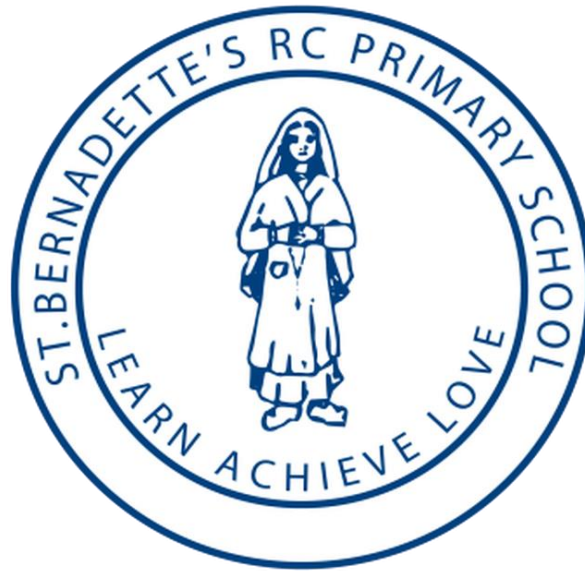


# **ST BERNADETTE'S RC PRIMARY SCHOOL**



**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 &amp; balanced curriculum which prepares them for life beyond primary education. We believe that high-quality Design &amp; Technology lessons will engage &amp; inspire children to think innovatively, develop creative procedural understanding &amp; exercise their creativity &amp; imagination. The children are taught to combine their art &amp; design skills with knowledge &amp; understanding in order to design &amp; make a product that solve real &amp; relevant problems within a variety of contexts, considering their own &amp; others' needs wants &amp; values. During art &amp; 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 &amp; effective problem solvers. We also teach our children to work on their own, as capable individuals, &amp; as a valued member of a team. Resilience is an important element of our D&amp;T &amp; whole school curriculum &amp; our children are encouraged to 'innovate' &amp; take risks.</p>

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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 &amp; Nutrition</u> Porridge	<u>TEXTILES</u> (Lesson 1 – exploring threading & weaving)	<u>COOKING &amp; 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 &amp; NUTRITION</u> Soup	<u>SEASONAL ACTIVITY</u> Hibernation Boxes	<u>COOKING &amp; 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				

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

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

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

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LOWER KEY STAGE 2 YEAR B					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p><b>STRUCTURES</b>  <b>Constructing a Castle (Y3 Unit)</b></p> <ul style="list-style-type: none"> <li>- Identify and learn about the key features of a castle</li> <li>- Design and make a recycled-material castle (structure).</li> </ul>	<p><b>ART &amp; DESIGN UNIT</b></p>	<p><b>MECHANICAL SYSTEMS</b>  <b>Making a Slingshot Car (Y4 Unit)</b></p> <ul style="list-style-type: none"> <li>- Use a range of materials to design and make a car with a working slingshot mechanism</li> <li>- House the mechanism using a range of nets.</li> </ul>	<p><b>ART &amp; DESIGN UNIT</b></p>	<p><b>TEXTILES</b>  <b>Cross Stitch &amp; Applique (Y3 Unit)</b></p> <ul style="list-style-type: none"> <li>- Learn and apply two new sewing techniques – cross-stitch and appliqué.</li> <li>- Utilise these skills to design and make a cushion or Egyptian collar.</li> </ul>	<p><b>ART &amp; DESIGN UNIT</b></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
<b>ART &amp; DESIGN UNIT</b>	<b>COOKING &amp; NUTRITION</b> <b>Come Dine With Me</b> <b>(Y6 Unit)</b> <ul style="list-style-type: none"> <li>- Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes.</li> <li>- Explore each key ingredient's farm to fork process.</li> </ul>	<b>ART &amp; DESIGN UNIT</b>	<b>MECHANICAL SYSTEMS</b> <b>Pop-Up Book</b> <b>(Y5 Unit)</b> <ul style="list-style-type: none"> <li>- Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms.</li> </ul>	<b>ART &amp; DESIGN UNIT</b>	<b>STRUCTURES</b> <b>Bridges</b> <b>(Y5 Unit)</b> <ul style="list-style-type: none"> <li>- Test and analyse various types of bridge to determine their strength and stability.</li> <li>- Explore material properties and sources, before marking, sawing and assembling a wooden truss bridge.</li> </ul>



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