
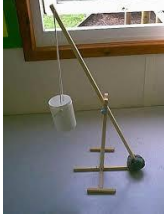


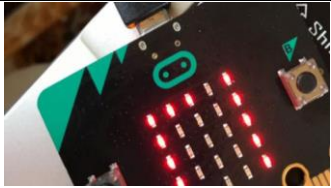
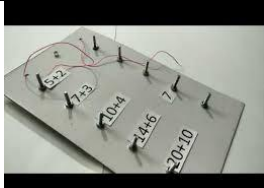
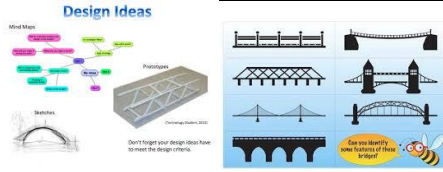



# Haresfield Design and Technology Curriculum LKS2

'Technology makes what was once impossible possible. The design makes it real.' Michael Gagliano

Year A	Computer modelling and control	Scarab's Secret	The wrong trousers / PHSCE	Journey to the River sea
	 <p>Generate ideas, develop a clear idea of what has to be done, plan how to use equipment and processes, and suggest alternative methods, if the first attempts fail. Use simple graphical communication techniques Think about their ideas as they make progress and be willing change things if this helps them improve their work</p>	 <ul style="list-style-type: none"> <li>• <b>Mechanical systems</b> – shaduf Examine Pneumatic systems using syringes and balloons then apply their understanding of mechanical systems to create their own mechanical shaduf. Select tools and techniques for making their product. Measure, mark out, cut, score and assemble components with more accuracy. Use finishing techniques to strengthen and improve the appearance of their product</li> </ul>	 <ul style="list-style-type: none"> <li>• <b>Cookery</b> - healthy diet + savoury Understand what makes a healthy and balanced diet, Adapt a recipe by adding or altering the ingredients. Know and can follow basic food safety rules Understand how bacteria in food can cause food poisoning or food to go mouldy Know how to get ready to cook. Use simple food descriptors relating to smell, flavour, texture and appearance</li> </ul>	 <ul style="list-style-type: none"> <li>• <b>Textiles</b> – rainforest embroidery Make labelled drawings from different views showing specific features. Develop a clear idea of what has to be done, planning how to use materials, equipment. Learn to sew cross stitch and applique. Sew using a range of different stitches - weave and knit Measure, tape or pin, cut and join fabric with some accuracy. Evaluate their work</li> </ul>
Year B	Computer modelling and control	How to Train a Dragon / Science	Design Ideas	Flood / the Window
	 <p>Plan how to use equipment and processes, and suggest alternative methods, if the first attempts fail. Use simple graphical communication techniques Think about their ideas as they make progress and be willing change things if this helps them improve their work</p>	 <ul style="list-style-type: none"> <li>• <b>Electrical systems</b> – circuit quiz Explore static electricity, observe the effects of it on different objects before designing and making a simple game which uses static electricity. Make labelled drawings from different views showing specific features Develop a clear idea of what has to be done, planning how to use materials, equipment and processes. Measure, mark out, cut and shape a range of materials,</li> </ul>	 <ul style="list-style-type: none"> <li>• <b>Structures</b> –Explore and experiment with a range of different bridge structures, Generate ideas, considering the purposes for which they are designing Measure, mark out, cut and shape a range of materials, using appropriate tools, equipment and techniques Join and combine materials and components accurately in temporary and permanent ways.</li> </ul>	 <ul style="list-style-type: none"> <li>• <b>Cookery</b> – savoury + seasonality Understand the importance of keeping hydrated. Begin to understand appropriate portion sizes for regular meals and healthy snacks. Understand that food is caught or farmed Understand that people have different views on how food is produced and that this influences the food they buy. Know the importance of, and be able to, recycle food related waste</li> </ul>