





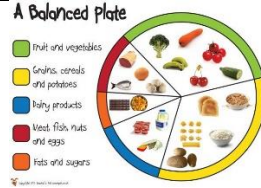



Haresfield Design and Technology Curriculum UKS2

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

Year A	STEM	Letters from the lighthouse	Nowhere Emporium	Wonder
	 <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 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>	 <p>Electrical systems – Explore electrical circuits and apply this knowledge to design and make their own electric greeting cards. Generate ideas through brainstorming and identify a purpose for their product. Plan the order of their work, choosing appropriate materials, tools and techniques. Assemble components make, working models.</p>	 <p>Cookery – Mexican food Weigh and measure accurately (time, dry ingredients, liquids) Apply the rules for basic food hygiene and other safe practices e.g. hazards relating to the use of ovens Evaluate against their original criteria and suggest ways that their product could be improved</p>	 <p>Textiles – puppets Draw up a specification for their design Develop a clear idea of what has to be done, planning how to use materials, equipment and processes. Learn blanket stitch and then design and make a puppet. Pin, sew and stitch materials together to create a product. Achieve a quality product</p>
Year B	Forces	STEM	Pig Heart Boy	Cosmic
	 <p>Structures – Mechanical Bridges (linked to forces) Explore and experiment with a range of different bridge structures, forces and components involved in bridge building. Communicate their ideas through detailed, labelled drawings. Measure and mark out accurately. Construct products using permanent joining techniques</p>	 <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>	 <p>Cookery – Healthy diets Develop a clear idea of what has to be done, planning how to use materials, equipment and processes. Weigh and measure accurately (time, dry ingredients, liquids) Apply the rules for basic food hygiene and other safe practices e.g. hazards relating to the use of ovens</p>	 <p>Mechanical systems – Automata toys Develop their woodworking skills and explore cams to design and make mechanical window displays. Draw up a specification for their design Assemble components make, working models. Use tools safely and accurately Construct products using permanent joining techniques Make modifications as they go along</p>