

Crawley Ridge Junior School

Subject Specific Overview- Design and Technology

Design and make Something, for Somebody for Some purpose.

We use KAPOW and Projects on a Page to support our teaching of DT.

	Autumn	Spring	Summer
Year 3	Mechanisms Designing and making a moving monster using a pneumatic mechanism (Kapow) • To know that pneu in pneumatic means air • To know that pneumatic systems force air over a distance to create movement • To know that a mechanism needs an input and output • To know that pneumatic systems can be used as part of a mechanism	 Food Eating seasonally (Kapow) To know that climate affects food growth To know how to work with cooking equipment safely and hygienically To know that imported foods travel from far away and this can negatively impact the environment To know that vegetables and fruit grow in certain seasons - To know that each fruit and vegetable gives us nutritional benefits Know how to use, store and clean a knife safely Textiles 2-D shape to 3-D product Making a cushion (Kapow) To know that a single fabric shape can be used to make a 3D textiles product. To know to tie knots in threads so that the thread stays secure To sew running stich, cross stitch and appliqué To know how to securely join two pieces of fabric together 	Structures (Forest schools) Constructing a Roundhouse from natural materials • To know that a structure needs, walls, insulation and a roof. • To know which materials today, would be effective to make a Celtic roundhouse. • To know that certain materials such as hazel twigs are effective for weaving due to their flexible properties. • To know why clay in the past was used as a building material.



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Year 4	Electrical (Kapow) To develop a new functional torch design • To know how simple electrical items work • To know how simple electrical circuits	 To know what a seam is and understand the need for seam allowances Food (Kapow) Adapting a recipe To know the importance of budgeting while planning ingredients for biscuits To know about the environmental 	Textiles (Kapow) Design and make a fabric book sleeve • To know that there are different types of fastenings and what they are • To know the benefits and disadvantages
	 and components can be used to create functional products To know what electrical conductors and insulators are To know that a battery contains stored electricity and can be used to power products To know a torch needs a housing, reflector and switch. 	impact on future products and cost of production	of different fastening types
	Structures To create a safari buggy • To know a shell structure can be strengthened by accurate joining, selecting suitable glue and reinforcing corners. • To know a net is a 2D shape, that can become 3D once assembled. • To know a structure is something that has been made and put together and usually stand on its own.		
Year 5	Structures (Kapow) Design and create wooden bridge • To know the terms: compression and tension	Textiles Combining different fabric shapes Tudor posy bags (Projects on a page)	Food What could be healthier? (Kapow)



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	 To know how to identify stronger and weaker structures To know ways to reinforce structures To know how triangles can be used to reinforce bridges To know the difference between beam, arch, truss and suspension bridges Mechanisms Pop-up book (Kapow) To know that an input is the motion used to start a mechanism To know that output is the motion that happens as a result of starting the input To know that mechanisms control movement 	 To know how to sew a blanket stitch to join fabric To know how to apply a blanket stitch so the space between the stitches are even and regular To know how to thread needles independently To know that a 3D textiles product can be made from a combination of fabric shapes 	 To know where food comes from - that beef is from cattle and how beef is reared and processed To know what constitutes a balanced diet To know how to adapt a recipe to make it healthier
Year 6	Structures Frame structures WW2 shelters (Projects on a page) • To know that structures can be strengthened by manipulating materials and shapes • To know that the shell structure is used in everyday life (cars, aeroplanes, tins, cans)	Food Celebrating culture and seasonality Ancient Maya (Projects on a page) • To know how to record the relevant ingredients and equipment needed for a recipe • To know which combinations of food complement one another • To know where food comes from, describing the process of 'Farm to Fork' for a given ingredient	Digital world Navigating the world (Kapow) To know a cardinal compass uses N, S, E, W Electrical To design and develop a steady hand game • To know that batteries contain acid, which can be dangerous if they leak • To know complex electrical circuits and components can be used to create functional products • To know the circuit components in a steady hand game are called