



Autumn 2 – Design & Technology (textiles)



Knowledge <i>I know...</i>	Skills <i>I can...</i>	Links back to <i>I remember...</i>
<ul style="list-style-type: none"> • Bags are used for different purposes. • Bags have handles to help us hold them. • Bags are usually made out of fabric. • Denim, fleece, cotton, felt, hessian, wool and leather are types of fabric. • A running stitch or over stitch can be used to join fabric. • A seam is the line where pieces of fabric are joined together. • Dick Kelty created the first rucksack in the 1950s. 	<ul style="list-style-type: none"> • Talk about the key features of bags. • Identify a simple design criteria. • Design a bag using my ideas and experiences and make a mock-up. • Draw a picture of my bag and label it. • Cut, shape and join fabric to make a simple bag. • Use a running stitch or an over stitch. • Measure and cut with some accuracy. • Use scissors safely and appropriately. • Evaluate my bag against my design criteria. • Identify the strengths of my bag and talk about possible changes I might make. • Talk about my ideas and say what I like and dislike. 	<ul style="list-style-type: none"> • Designing a puppet based on a class design criteria. • Creating a paper mock-up for my puppet design. • Making a puppet using felt. • Using a running stitch with pre-cut holes. • Adding embellishments (buttons and gems) to my puppet using glue. • Evaluating my work.

<p>Vocabulary:</p> <p>Design: a plan or drawing to show your ideas before you make a product. Design criteria: the specifics that designers should meet when making a product. Evaluate: reflect on the product I have made and how I can improve it. Fabric: cloth produced by weaving or knitting textile fibres. Mock up: a model or replica Over stitch: a stitch that goes over the edge. Product: the final outcome. Running stitch: a line of small even stitches which run back and forth through the cloth without overlapping. Seam: a line where pieces of fabric are joined together.</p>	<p>Images:</p> 
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Spring 1 – Design & Technology (food)

Knowledge <i>I know...</i>	Skills <i>I can...</i>	Links back to <i>I remember...</i>
<ul style="list-style-type: none"> • Before preparing food, you must wash your hands. • You must hold a knife securely and cut away from your fingers. • Flapjacks are made from oats. • Oats are grown from seed at the start of Autumn (use Tesco video farm to fork). • Oats grow well in UK because it isn't too hot. They grow best in Scotland because there is lots of rain and light. • A combine harvester is used to collect the oats. 	<ul style="list-style-type: none"> • Identify a simple design criteria. • Design a flapjack using my ideas and experiences. • Draw a picture of my flapjack and label it. • Use tools safely • Select and use appropriate fruit and vegetables, processes and tools. • Evaluate my flapjack against my design criteria. • Identify the strengths of my flapjack and talk about possible changes I might make. • Talk about my ideas and say what I like and dislike. • Explain basic food handling hygienic practises and personal hygiene. • Talk about where food comes from (farm to fork). 	<ul style="list-style-type: none"> • Designing a puppet based on a class design criteria. • Creating a paper mock-up for my puppet design. • Making a puppet using felt. • Using a running stitch with pre-cut holes. • Adding embellishments (buttons and gems) to my puppet using glue. • Designing and making a bag. • Designing and making fruit kebabs [Y1]. • Evaluating my work.

<p>Vocabulary:</p> <p>Design: a plan or drawing to show your ideas before you make a product. Design criteria: the specifics that designers should meet when making a product. Evaluate: reflect on the product I have made and how I can improve it. Hygiene: the practice of keeping clean to stay healthy and prevent illness. Product: the final outcome. Combine harvester: a machine that harvests crops.</p>	<p>Images:</p> 
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Summer 1 – Design & Technology (card)		
Knowledge <i>I know...</i>	Skills <i>I can...</i>	Links back to <i>I remember...</i>
<ul style="list-style-type: none"> What a mechanism is and the parts that make it. The difference between card and wood. The names for equipment I need to use. To score the wood before sawing. To design and practise my ideas before making a final product. 	<ul style="list-style-type: none"> Use a hacksaw and scissors safely. Measure and cut wooden doweling with some accuracy. Explore how my product can be made stronger, stiffer and more stable. Explore and use mechanisms e.g. axels. 	<ul style="list-style-type: none"> Designing a bag for a story character. Drawing and labelling my design. Creating a design criterion for our bag. Using felt to make a bag. Using a running stitch to assemble, join and combine e.g. buttons Evaluating my product against the design criteria.
<p>Vocabulary:</p> <p>Axel: a rod passing through the centre of a wheel.</p> <p>Design criteria: the specifics that designers should meet when making a product.</p> <p>Doweling: cylindrical pieces of wood.</p> <p>Evaluate: reflect on the product I have made and how I can improve it.</p> <p>Hacksaw: a narrow, fine tooth saw.</p> <p>Handle: the part used to turn the axel.</p> <p>Mechanism: a system of parts working together.</p> <p>Product: the final outcome</p> <p>Score: to make a mark or cut on the surface of something hard with a pointed tool.</p>	<p>Images:</p> <div style="display: flex; justify-content: space-around; align-items: center;">   </div>	