



Wensley Fold Design and Technology Scheme of Work

Summer Term Year 1

FOCUS TOPIC – FRUIT (Food)
Learning Objectives
Investigation • To investigate a wide variety of different fruits in different forms e.g. fresh, tinned, dried. • To know <u>where</u> the fruits come from and <u>how they are grown</u>. To start to be aware of seasonality. • To investigate ways of preparing fruit. • To develop a sensory vocabulary for fruit. • To sort fruit by different properties.
Tasks/Skills • To develop understanding of basic food handling and hygiene. • To learn to use a range of simple tools and equipment. • To understand the importance of fruit in our daily diet. • To investigate how we can change fruits by processing techniques. • To record the results of experiments.
Design/Make/Evaluate Assignment Design and make a product for a particular occasion or group to encourage them to eat more fruit. Set the design criteria and evaluate against the criteria. • To design a fruit salad for a chosen target group. • To apply findings from previous work. • To make the fruit salad using the chosen fruits, processes and tools carefully and correctly. • To evaluate the finished result against the design criteria.



Wensley Fold Design and Technology Scheme of Work

Summer Term Year 2

FOCUS TOPIC – Puppets (Textiles)
Learning Objectives
Investigation • To investigate a wide variety of different puppets from around the world • To know that different puppets are made up of different parts. • To investigate how different puppets work. • To investigate how a puppet can be used to bring a story to life.
Focused Tasks/Skills - Technical Knowledge • To learn different decorative and joining stitches • To use a template to cut an accurate puppet pattern and its component parts
Design/Make/Evaluate Assignment Design and make a puppet for a particular person. Set the design criteria and evaluate against the criteria. • To design a puppet from the given choice of materials, colours, threads etc. • To join fabric, use a template to cut the components and create the puppet. • To evaluate the finished result against the design criteria.



Wensley Fold Design and Technology Scheme of Work

Summer Term Year 4

FOCUS TOPIC – MONEY CONTAINERS (Textiles)
Learning Objectives
<u>Investigation</u> • To investigate how products are designed for different users and purposes. • To complete market research on preferences. • To evaluate a range of products already available for holding money and identify criteria to be used in their own designs • To make labelled drawings showing specific features.
<u>Focused Tasks/Skills – Technical Knowledge</u> • To practise sewing a range of stitches. • To work with different fabrics with different properties. • To investigate ways of joining fabrics, identifying those that are stronger than others and those that are temporary or permanent. • To model ideas with paper or cheap material. • To practise different decorative techniques: dying, embroidery, fabric paints etc. • To investigate ways of creating a fastener for the money container e.g. press stud, button, velcro
<u>Design/Make/Evaluate Assignment</u> Design and make a money container for themselves or a friend. Set the design criteria and evaluate against the criteria. • To design a product choosing a textile for a specific purpose. • To draw up simple design specifications, a plan of how to make the product and a paper pattern/template. • To measure, tape or pin, cut, join and decorate fabric with some accuracy. • To create a suitable fastening for their money container • To evaluate their product identifying strengths and areas for development against the original design criteria.



Wensley Fold Design and Technology Scheme of Work

Summer Term Year 5

FOCUS TOPIC – MOVING AXLE VEHICLES (Mechanisms)

Learning Objectives

Investigation

- To investigate a range of controllable vehicles and how they are powered
- To sketch labelled diagrams of the vehicle from different angles showing the axle mechanism
- To investigate the range of 4 wheeled vehicles on the roads – data handling

Focused Tasks/Skills – Technical Knowledge

- To construct a range of vehicles using construct kits
- To construct a range of models that use a pulley system to make a part move
- To investigate switches in circuits

Design/Make/Evaluate Assignment

Design and make a moving axle vehicle with an individual body design

Set the design criteria and evaluate against the criteria.

- To make the chassis with a movable electrically driven axle
- To design and make a body for the vehicle
- To evaluate their product identifying strengths and areas for development against the original design criteria.



Wensley Fold Design and Technology Scheme of Work

Summer Term Year 6

FOCUS TOPIC – SOFT TOYS (Textiles)

Learning Objectives

Investigation

- To investigate a range of soft toys designed for a particular purpose and suitable for different users.
- To know that a designer needs to consider appearance, function, cost and safety when designing the product.
- To know that many different materials can be used on a product e.g. some to stiffen, some for a hard wearing surface and some for appearance.

Focused Tasks/Skills – Technical Knowledge

- To know that a pattern/template can be used many times and this ensures consistency in size.
- To practise cutting out, pinning and sewing materials using different stitches to create a product.
- To produce initial ideas using paper or cheap material.
- To use a simple sewing machine. (If available)

Design/Make/Evaluate Assignment

Design and make a soft toy for a given purpose.

Set the design criteria and evaluate against the criteria.

- To draw up a specification for the design and create a plan of approach to work from.
- To choose appropriate materials, tools and techniques to create the desired effect.
- To construct the product using permanent joining techniques and decorative effects for a quality product.
- To evaluate the end product against the design criteria.