

TEMPLE MILL CURRICULUM OVERVIEW

| Design Technology CURRICULUM OVERVIEW 2023 - 24 |   |  | PUBLISHED SCHEME: KAPOW and Projects on a Page (DATA)<br>SUPPLEMENTARY RESOURCES: Temple Mill Design Projects                                      |  |   |  |
|---|---|--|--|--|---|--|
|   | Term 1  | Term 2   | Term 3<br><i>Programming skills linked to computing</i>  | Term 4   | Term 5  | Term 6<br><i>Programming skills linked to computing</i>  |
| Year 1  | <i>Textiles skills sessions: tie a knot, thread a needle, running stitch on binca</i> | <b>Mechanisms: Levers</b><br>Moving picture  | <i>Programming skills linked to Computing</i>  | <b>Food Technology: smoothies</b><br>(link to PSHE)  |   | <b>Structures: Freestanding structures eg. windmills</b>   |
| Year 2  | <i>Mechanism skills: levers and linkages - making a moving monster</i>                | <b>Mechanisms: axels</b><br>Fair-ground wheel  | <i>Programming skills linked to Computing</i>  | <b>Textiles: pouches</b><br>knots, running stitch  | <i>Structure skills: link to Art being an architect - making structures stronger, stiffer and more stable</i>                     | <b>Food Technology: Food wraps</b>   |
| Year 3  | <b>Mechanisms: pneumatics</b>   | <i>Mechanism skills: Levers/linkages/axels</i><br>Moving characters  | <b>Structures: castles linked to History topic - Romans</b><br><i>Programming skills linked to Computing</i>                                       | <i>Textiles skills linked to the Art project Cloth, Thread &amp; Paint</i><br>threading a needle, knots, cross-stitch, applique/layering fabrics | <i>Food technology skills linked to the Science topic - how climate change effects food, seasonality, make a seasonal crumble</i> | <b>Electrostatic project: Use electrostatic energy to move objects</b>   |
| Year 4  | <i>Mechanism skills: Levers/linkage</i><br>moving picture book                        | <b>Textiles: Book covers - fastenings</b>  | <i>Electronic skills linked to Science topic - making a torch with working electrical circuit</i><br><i>Programming skills linked to Computing</i> | <b>Mechanisms/construction: Axels - slingshot cars</b>   | <b>Food Technology: Adapt a recipe - biscuits/sandwiches or a savoury tart</b>  | <i>Structure Skills linked to Science topic (The Big Build) Pavilions: free-standing frame and shell structures, design a stable structure</i> |
| Year 5  | <b>Structures: Bridges linked to Geography Rivers topic</b>                           | <i>Food technology skills: What could be healthier? linked to Victorian seasonal food - making bolognaise (range of mince and veg in sauces)</i> | <b>Programming project: crumple linked to computing</b>  | <i>Mechanism skills: levers and linkages make pop-up card</i>  | <b>Construction: Nets/CAD nets and packaging design</b><br>Link to maths topics   | <i>Textiles skills: knots, running stitch, blanket stitch, attaching fabrics, applique</i>   |
|   |   |  |  | <i>Mechanism skills: pulleys gears linked to History/Science</i>   |   |  |
| Year 6  | <b>Food Technology: Come dine with me linked with Science</b>                         | <b>Construction: shelters linked to WW1 topic in history</b>   | <i>Programming project: Scratch linked to computing</i>  |  | <i>Mechanism skills: Levers/linkage moving book linked topic</i>  | <b>Electronics: Steady hand game/electronic game linked to science topic on electricity</b>  |
|   |   | <b>Textiles: sew coverings for shelters</b>  |  |  |   |  |