



# DOG KENNEL HILL PRIMARY SCHOOL

## Year 1 Curriculum Map



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>DT</b>		<p><b>Mechanisms: making a story book</b> Children experiment with sliders before planning and making three pages of a moving story book, based on a familiar story. They will draw the page backgrounds, make the moving parts and assemble it.</p>	<p><b>DT WEEK</b></p> <p><b>Puppets</b> Pupils explore different ways of joining fabrics before creating their own hand puppets. They work to develop their technical skills of cutting, gluing, stapling and pinning.</p>		<p><b>Mechanisms: wheels and axles</b> Pupils learn about the main components of a wheeled vehicle. Experiment with mechanisms to help them develop their understanding of how wheels, axles and axle holders work. Problem-solve why wheels won't rotate.</p>	<p><b>Healthy Eating Week: Fruit &amp; Vegetables: making smoothies</b> Where do fruit and vegetables grow? Tasting and making their own smoothies</p> <p>Design and build their own moving vehicles.</p>

## Year 2 Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>DT</b>	<p><b>Mechanisms: Making a moving monster</b> Explore levers, linkages and pivots through existing products and experimentation, use this research to construct and assemble a moving monster.</p>		<p><b>DT WEEK</b></p> <p><b>Structures: Baby Bear's chair</b> Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use.</p>	<p><b>Textiles: Pouches</b> Design and sew fabric pouches using running stitch. They will decorate and present their pouches.</p>		<p><b>Healthy Eating Week - Food: A Balanced Diet</b> Learn about food groups to develop a healthy wrap</p>



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## Year 3 Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>DT</b>		<p><b>Mechanical Systems: pneumatic spider toy</b> Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams.</p>	<p><b>DT WEEK</b></p> <p><b>Structures: constructing a Castle</b> Identify and learn about the key features of a castle, before designing and making a recycled-material castle (structure).</p>			<p><b>Textiles: Cross-stitch and appliqué</b> Learn and apply two new sewing techniques – cross-stitch and appliqué. Utilise these new skills to design and make an Egyptian collar.</p> <p><b>Healthy Eating Week – Food: Eating seasonally</b></p> <ul style="list-style-type: none"> <li>• Explain that fruits and vegetables grow in different countries based on their climates.</li> <li>• Understand that 'seasonal' fruits and vegetables are those that grow in a given season and taste best then</li> </ul>



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## Year 4 Curriculum Map



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>DT</b>		<p><b>Mechanical systems: Making a slingshot car</b> Using a range of materials, design and make a car with a working slingshot mechanism and house the mechanism using a range of nets.</p>	<p><b>DT WEEK</b> <b>Structure: Pavilions</b> Investigate and model frame structures to improve their stability, then apply this research to design and create a stable, decorated pavilion.</p>	<p><b>Electrical systems: Torches</b> Identify the difference between electrical and electronic products. Evaluate a range of existing torches and their features, then develop a new functional torch design..</p>		<p><b>Healthy Eating Week - Food: Adapting a recipe</b></p> <ul style="list-style-type: none"> <li>Adapt a simple biscuit recipe, to create the tastiest biscuit.</li> <li>While making, ensure that their creation comes within the given budget of overheads and costs of ingredients</li> </ul>

## Year 5/6 Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>DT</b>			<p><b>DT WEEK</b></p> <p><b>Mechanical systems: Automata toys</b> Develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements.</p>	<p><b>Electrical Systems: Steady Hand Game</b> Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard.</p>		<p><b>Healthy Eating Week - Food: come dine with me</b> Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes. Explore each key ingredient's farm to fork process.</p>



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