BILSTON CHURCH OF ENGLAND PRIMARY

DESIGN AND TECHNOLOGY PROGRESSION OF KNOWLEDGE AND SKILLS



Year group	Term	Scheme of work	Cooking and Nutrition
I	Autumn	Eat more fruit and	I can name a variety of fruits and vegetables.
	Ι	vegetables	• I can use adjectives to describe the taste, smell and texture of a variety of fruits and vegetables.
			• I know that some fruits and vegetables need to be washed, cut, cored, peeled or grated before they can be eaten.
			• I understand basic food hygiene, e.g. washing hands, tying long hair back and keeping surfaces clean.
			• I can use a knife to cut some fruits and vegetables in different ways.
			• I can grate an apple and a carrot.
			• I can peel a banana, apple and cucumber.
2	Autumn	itumn Perfect Pizza I	I can name a variety of pizza toppings.
			• I can use the model of the balanced plate to evaluate how healthy different pizzas are.
			• I can explore different types of bread and evaluate which would work best for a pizza base.
			• I can identify which food group a variety of pizza toppings belong to.
			• I can sort pizza toppings into groups based on different criteria, e.g. animal vs plant products.
			• I can explain why each of the food groups is important for a balanced diet.
			• I can design and make a healthy pizza following given criteria.
			• I can evaluate my finished pizza, saying what I think and feel about it.
4	Summer	ummer Seasonal food	I can explain what the term `seasonal food' means.
			• I know that different parts of the world have different seasonal food.
			• I can discuss the benefits and problems of unseasonal food being available in shops all year round.
			• I know that some foods, like wheat, are available all year round in the UK.
			• I can practise cooking skills including slicing, dicing, beating, whisking, folding, sieving, rolling and grating.
			• I can follow a recipe to make fairy cakes.
			• I can describe the cycle of wheat production in the UK.
			• I can distinguish between fruits that are grown in the UK and those that are grown abroad.

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			• I know how food producers can speed up or slow down the ripening process to make fruits and vegetables
			available all year round.
			• I can follow a recipe to make fruit tarts using seasonal fruit.
			• I can follow a recipe to make stuffed peppers.
			• I know some of the nutrients we get from fruits, vegetables, meat, fish and dairy products.
			• I know when certain meats are in season in the UK and which are available all year round.
			• I can follow a recipe to make meatballs.
			• I know some vegetarian options that provide the same nutrients as meat.
			• I can explain how fish are caught or reared, processed and used in healthy meals.
			• I can use what I have learnt about seasonal food to design healthy meals and menus.
			Stable Structures
I	Summer	Stable Structures	I can identify the features of toy garages.
			• I know what the word `stable' means.
			• I can make changes to the design of a stable structure to make it fit for purpose.
			• I can explore a range of materials and evaluate the usefulness of their properties for a particular project.
			• I can explore how to make stable structures that hold a given object.
			• I can follow a design to make a stable structure.
			• I know some ways to make a structure more stable.
			• I can evaluate my finished structure against a set of given criteria.
3	Spring I	British Inventors	I can explain how concrete is used to make structures more stable.
			• I can create a structure strong enough to hold a dictionary using just newspaper and tape.
Ļ	Spring I	Making mini greenhouses	I know what a greenhouse is and how they work.
			• I can explore a range of different greenhouses.
			• I know how greenhouses are used today.
			• I can explain how the shape of a structure affects its stability.
			• I know that the weight of the structure needs to be evenly spread on the base to make it secure.
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		• I know that the wider a structure's base is, the more stable it will be.
		• I can use 3D nets to explore potential structures for a greenhouse, assessing their stability.
		• I can investigate ways of making a structure more stable, e.g. by inserting dowelling or adding triangles at
		the joins.
		• I can experiment with a range of materials to test which would be most appropriate for making the
		structure of a mini greenhouse.
		• I can design a mini greenhouse using specific design criteria.
		• I can select appropriate tools and materials to make a mini greenhouse.
		• I can follow my design to make a mini greenhouse.
		• I can evaluate my finished mini greenhouse for stability, effectiveness and visual appeal.
Autumn	Building Bridges	I know what beams and pillars are and how they are used in bridge construction.
		• I can predict which beams will be strongest from their cross-section.
		• I can test the strength of different beam shapes using paper and card.
		• I can explain what a truss is and how trusses make bridges stronger.
		• I can identify the three types of trusses commonly used in bridge design.
		• I can build a truss bridge spanning a width of 40cm using paper straws.
		• I can use a fair test to evaluate the strength of my truss bridge.
		• I can explain how arches work to make bridges stronger.
		• I can test the arch heights to see which can bear the most load.
		• I can make an arch frame.
		• I can explain how suspension bridges use tension forces to work.
		• I can design, make and evaluate a prototype suspension bridge using a scale of I:100 according to specific
		design criteria.
Spring I	Birdhouse builders	I can investigate the appearance and function of a variety of different bird houses.
		• I can identify what materials have been used to construct a variety of bird houses and suggest how the
		parts have been joined together.
		• I know what a flat pack diagram is and can use it to identify each part of a structure.
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			• I can create a flat pack diagram of a constructed bird house.
			• I can draw an exploded diagram.
			• I can identify the tools associated with basic woodwork.
			• I can measure, clamp, saw, sand and join wood.
			• I can use a hand drill to drill a hole in a piece of wood.
			• I know the safety rules I need to follow when doing woodwork.
			• I can design a bird house for a particular bird, taking into account the bird's needs.
			• I can select appropriate tools and materials to use when making a bird house.
			• I can create a sturdy bird house frame using wood.
			• I can evaluate my finished bird house, taking into account the views of others to improve my work.
			• I can use observation to evaluate the effectiveness of my bird house.
			Programming and Electrical Systems
3	Summer	Light up signs	I can explore and analyse illuminated signs.
	1		• I can create a simple circuit with incandescent bulbs and a switch.
			• I can describe the difference between an LED and an incandescent light bulb.
			• I can create a simple circuit with an LED bulb and a resistor.
			• I can make a circuit with a string of LED lights.
			• I can design an illuminated light box against a set of design criteria.
			• I can select materials, tools and components to create a free-standing structure.
			• I can make a stable, free-standing structure to house an electrical circuit.
			• I can strip, twist and join wire to make permanent connections.
			• I can insert an electrical circuit into a free-standing structure to create an illuminated light box.
			• I can evaluate the effectiveness of my finished product against the design criteria.
6	Autumn	Programming Pioneers	I can explain how computers and computer programs are used in a variety of products.
			• I can explain how modern memory chips work to store information.
			• I can write an algorithm to suggest how various appliances might work.
1			• I know what a computer engineer is and what they do.

			• I can describe some examples of how computer hardware and software specialists work together to create
			new products.
			• I can develop and build a prototype pedestrian crossing using computer programming.
			• I can develop, model and communicate ideas for an embedded system which monitors and controls a
			door, room or both.
			• I can describe the typical design process for computer-controlled electronic products.
			• I can debug errors in an algorithm.
			• I can suggest ways to change an algorithm to improve a system.
			• I can select and use electronic components to construct a prototype of an embedded computer-controlled
			room system.
			• I can evaluate my design for a computer-controlled system and consider the views of others to improve my
			work.
			Mechanical systems
1	Spring I	Moving Minibeasts	I can make a sliding mechanism out of card.
			• I know what a pivot and lever are.
			• I can use a pivot and lever mechanism using card and a split pin.
			• I can make a wheel mechanism using card and a split pin.
			• I can match a mechanism to the type of movement they produce.
			• I can design a moving minibeast picture to include a variety of moving mechanisms.
			• I can follow a design to create a moving minibeast picture for a particular purpose.
			• I can evaluate my finished moving minibeast picture by identifying things that worked well and things that
			could be improved.
2	Spring I	Vehicles	I can investigate a range of vehicles, identifying and labelling their features.
			• I know what an axle is.
			• I know what a chassis is.
			• I can explore different ways of using axles, chassis and wheels to create a moving base.

		• I can follow a design to make a moving vehicle.
		• I can evaluate my finished moving vehicle
Autumn	Storybooks	can explore moving parts in storybooks, suggesting how they work and what purpose they serve.
		• I can explain what the words `linkage', `pivot', `rotate' and `lever' mean.
		• I can use a paper concertina to make an object pop out of a book.
		• I can arrange and stick paper between pages to create a pop-out.
		• I can use levers to create moving parts.
		• I can create moving wheel mechanisms to create different effects.
		• I can experiment with different fonts and graphic design features.
		• I can design pages of a storybook to include moving mechanisms and appropriate graphic features.
		• I can follow my designs to create a storybook with moving mechanisms.
		• I can evaluate how well my moving mechanisms work.
		• I can evaluate the overall effectiveness of my storybook.
Spring I	Chinese Inventions	I explore how different transmissions create different movements.
		• I can use a crank to change the motion on a transmission from circular to linear motion.
		Textiles
Autumn	Puppets	I can explore a variety of puppets, identifying and labelling their features.
		• I can cut out felt using a simple template.
		• I can stick pieces of felt together to make a finger puppet.
		• I can add pieces of felt and other materials to a finger puppet to create features, such as eyes, hats and
		mouths.
		• I can use running stitch to join two pieces of fabric together.
		• I can use overstitch to join two pieces of fabric together.
		• I can sew a button onto a piece of fabric.
		• I can design a glove puppet for a particular purpose.
		• I can follow a design to make a glove puppet by sewing two pieces of fabric together and adding
		decorations.
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			• I can evaluate my finished glove puppet by identifying what went well and what could be improved.
4	Autumn	Seasonal Stockings	can explain the difference between the function and visual appeal of a product.
	1		• I can evaluate the function and visual appeal of a variety of Christmas stockings.
			• I can use pins to temporarily fasten two pieces of fabric together.
			• I can use running stick, back stitch, overstitch and zigzag stitch to join two pieces of fabric together.
			• I can hide the finishing knot.
			• I can identify a variety of decorative techniques that have been used to decorate Christmas stockings.
			• I can sew a button, bead, sequin or pipe cleaner onto a piece of fabric.
			• I can embroider shapes and patterns into a piece of fabric.
			• I can use appliqué to add decoration to a piece of fabric.
			• I can design a Christmas stocking incorporating a range of decorative techniques.
			• I can use a template to cut out front and back pattern pieces.
			• I can follow a design to create a Christmas stocking.
			• I can evaluate the function and visual appeal of my finished Christmas stocking.
5	Summer	Fashion and Textiles	I can explain the process of turning raw cotton into cloth.
			• I know that products that are woven together are called textiles.
			• I know that different textiles have different properties, and can match these to their purpose.
			• I can identify straight stitch, zigzag stitch, whip/blanket stitch, blind stitch, buttonhole stitch and overlock
			stitch on a variety of ready-made garments.
			• I can describe what the job of a fashion designer entails.
			• I can sew a basting stitch.
			• I can sew a whip stitch.
			• I can sew a hem.
			• I can sew back stitch.
			• I can sew an appliqué decoration.
			• I can use back stitch to embroider.
			• I know what a pattern piece is and why they are important when designing a garment.

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			• I can design a drawstring bag, including the necessary pattern pieces.
			• I can use pattern pieces to measure, mark, cut and sew fabric.
			• I can sew design elements according to design criteria.
			• I can join two pieces of fabric by hand sewing, using an appropriate stitch.
			• I can evaluate my finished product against a set of design criteria.
			Inventions and Achievements
3	Spring I	British Inventors	I can explain about the invention of the mackintosh.
			• I can investigate ways of making fabric waterproof.
			• I can explain about the invention of the world wide web.
			• I can describe how the invention of the internet has changed the world.
5	Spring I	Chinese Inventions	can explain how the invention of paper helped shape the world.
			• I can explain the traditional method for making paper.
			• I can test a variety of types of paper for strength, absorbency, opacity, etc.
			• I can make recycled paper.
			• I know how gunpowder was invented.
			• I can explain how the invention of gunpowder helped shape the world.
			• I can explain how the invention of the compass changed the world.
			• I can make a hanging/floating compass.
			• I can design and label my own compass.
			• I can explain what water-powered machines are and how they helped change the world.
			• I can explain why kites were first invented and how they were made.
			• I can make a variety of kite prototypes and test their effectiveness.
			• I can design, make and evaluate a kite according to specific design criteria.
6	Autumn	Programming Pioneers	I know that Charles Babbage created the first mechanical computer.
	1		• I know that Ada Lovelace is referred to as the world's first computer programmer.
			• I know that Steve Jobs and Steve Wozniak co-founded Apple, Inc. to make the first Apple computers