

# Design Technology Learning Journey

How to cook a repertoire of savoury dishes to feed themselves and others a healthy and varied diet

Use CAD/CAM equipment to manufacture products

Create production schedules that inform own and others roles in the manufacturing process

Select from a wider range of materials, components and ingredients



Structures – Marble Run

Joins – glue stick, PVA, hammer & nails and knots



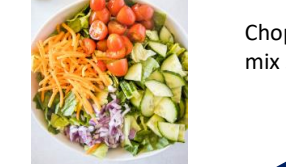
Ruler – recap marking and scoring  
Cutting – scissors, hacksaw & bow saw



Healthy Eating – Eat Well Plate



History of Food



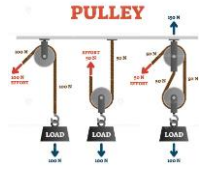
Food Tech: Healthy and Varied Diet Salads



Understand the process of risk assessment  
Produce costings using spreadsheets for products they design

Take creative risks when making design decisions

Use Pulleys and Levers



Design & make a handstitched cushion.



Sew using different stitches



**KS3**

Research, plan,

Mechanical systems – Pulleys and Levers

Textiles – Combining different fabrics

Food - Celebrating Culture and seasonality

Grow food and harvest it on the school grounds.

**YEAR 6**

make and evaluate

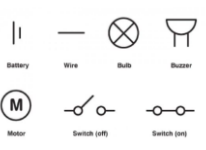
Use materials to create structures.

What is soup?.

Can a recipe be altered?.



Monitor changes in the environment



Hygienically prepare food

Seasonal and processed foods.



Research, plan, make and evaluate

Produce increasingly accurate drawings of people.

Electrical circuits and components

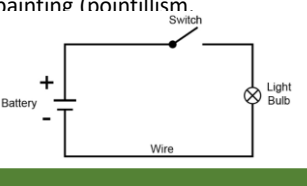
Explore how brush choice and technique can be used to create different styles of painting (naintinr (nointillism)



Food - Celebrating Culture and seasonality

Electrical Systems – Electric Cars

Electrical circuits



**YEAR 5**



Healthy Eating – Eat Well Plate



Structures - Kites



Strengthen 3D frameworks

Symbols for electrical circuits



Healthy and varied diet - Sandwiches



Research, plan, make and evaluate

**YEAR 4**



History of Food

Mechanical systems



Pneumatics and levers



Textiles – Christmas Stocking



Chop, slice, grate and mix salad crops

Spread, knead, toast and bake.

Research, plan, make and evaluate



Use ruler, scissors and glue – score and mark out

Measure, pin, cut and sew

Use a range of ingredients

Think about whether products can be recycled

Begin to build structures, exploring how they can be made stronger, stiffer and more stable

Begin to follow safety and hygiene rules

Begin to make their design using appropriate techniques.

Begin to develop their ideas through talk and drawings

**YEAR 3**

**KS1**

Start to understand how to name and sort foods into the five groups in 'The Eat well plate'.

Begin to understand that all food comes from plants or animals.

Talk about the strengths of their product and how to make it better

Explore using tools safely e.g. scissors, a hole punch..

Select from a range of tools, materials and component  
Use knowledge of existing products to help come up with ideas.

Start to suggest ideas and explain what they are going to do.