

# The D&T Curriculum



At Brookside, we believe that D&T should be a process in which the children innovate new ideas, researching existing products and experimenting with different materials to bring those ideas to life. The children see the importance of D&T to their everyday lives by designing products for an end user. They discuss the effectiveness of their decisions, evaluating their own ideas and gaining the confidence to say how they could have improved their work. Practical D&T skills are taught through these creative stories, with the children learning to become independent and keep themselves safe.

Year Group	We are learning...
<p><b>Year One</b></p>	<p>How free standing structures can be made stronger, stiffer and more stable by designing, making and evaluating a brilliant bridge for a troublesome troll.</p> <p>That food ingredients can be combined according to their sensory characteristics by designing, making and evaluating a soggy sandwich for the Giant. He eats too many bones and must eat healthier!</p> <p>That a 3-D textiles product can be assembled from 2 identical fabric shapes by designing, making and evaluating a cosy coat for Mr Bear to wear at night outside to keep him warm and dry.</p>
<p><b>Year Two</b></p>	<p>About the movement of simple mechanisms such wheels and axles by designing, making and evaluating an escape vehicle for Samuel Pepys to escape the great fire of London!</p> <p>About the movement of simple mechanisms such sliders and levers by designing, making and evaluating a habitat scene for Twycross zoo to use to help educate children.</p> <p>About the movement of simple mechanisms such sliders and levers by designing, making and evaluating a trebuchet for Warwick castle to sell at their gift shop.</p>
<p><b>Year Three</b></p>	<p>To investigate the nutritional values of food by designing and making a high energy food bar for a polar explorer, and a healthy meal for our family.</p> <p>To create stronger, more sturdy structures by design and make a chocolate wrappers and packaging</p> <p>That a single fabric shape can be used to make a 3D textiles product by making rain forest animal puppets.</p>

<p><b>Year Four</b></p>	<p>How mechanical systems such as levers and linkages create movement by designing and making an ocean pop-up storybook</p> <p>How to make stronger structures by designing and making a movable home for a native American Indian.</p> <p>How to select and combine ingredients by making stew and bread for a native American Indian.</p> <p>How more complex electrical circuits and components can be used to create functional products by designing and making a reading torch so the children can read at night.</p> <p>How to prepare and cook a variety of predominantly savoury dishes by designing and making African food.</p>
<p><b>Year Five</b></p>	<p>How mechanical systems such as cams or pulleys or gears create movement by designing a product for use in ancient Greece.</p> <p>To develop a range of technical skills by designing and making a space rocket.</p> <p>To combine different fabric shapes to design and make a product for use at sea.</p> <p>That food is grown around the world by designing and making foods that celebrate culture and seasonality.</p>