**Stoke Hill Federation DT Curriculum by Terms 2019 -**

**Year 3 Spring Term**

Design – Make – Evaluate

Strengthen, stiffen and reinforce more complex structures.

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| **Vocabulary** | **Skills** |
| Criteria – a factor that you judge or decide something by  Function – something that is the useful thing that helps with the intended outcome  Annotate – notes added to a diagram to explain it  Aesthetic – used to talk about the beauty or art of something  Prototype – a new type of device which is not ready to be made in large numbers. | Select tools and equipment for practical tasks: measure, mark out, cut, shape, join with some accuracy  Evaluate their product against original design criteria |

**Year 3 Summer Term**

Design – Make – Evaluate

Sewing 1

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| **Vocabulary** | **Skills** |
| Tack – a short nail  Stitch - uses a needle and thread to join two pieces together  running stitch – a single form of hand stitching that consists of small stitches that look the same on both sides of the fabric  Pin – small thin pointed bits of metal  Join – connect two or more things together | sew – basic techniques eg running stitch, thread a needle  Measure, pin, cut and join with some accuracy |

**Year 4 Autumn Term**

Design – Make – Evaluate

Electrical Circuits

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| **Vocabulary** | **Skills** |
| Series – things coming one after another  Components – parts of something  Circuits – a complete route that an electric current can flow around  Conductor – heat or electricity can pass through  Insulator – to protect something by covering it with a layer | Connect circuit components, test a circuit  Evaluate their work during and after and using appropriate tests |

**Year 4 Summer Term**

Design – Make – Evaluate

Cooking savoury dishes

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| **Vocabulary** | **Skills** |
| Design – to plan or make a detailed plan of something  Evaluate - consider something to make a judgement about it  Savoury - food that has a salty or spicy flavour  Seasoning - salt, pepper or other spices added to food to improve its flavour  hygiene - keeping yourself or surroundings clean | Follow a recipe  Prepare food hygienically |

**Year 5 Autumn Term**

Design – Make – Evaluate

Mechanical systems

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| **Vocabulary** | **Skills** |
| Gear - change the rate at which a machine or vehicle moves  Pulley - a wheel over a rope or chain which is pulled to lift heavy objects  Cam – a slider or roller attached to a rotating shaft  Linkage - a connection between two things  Technique – a method of doing an activity | Make a cam to produce the desired movement  Measure, mark out, cut and join accurately  Evaluate their product against the original design specification |

**Year 5 Spring Term**

Design – Make – Evaluate

Sewing 2

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| **Vocabulary** | **Skills** |
| Modification – to change the plan  Fasten – connect or attach two or more things  Tack – short nail with a broad flat head  Design - to plan or make a detailed plan of something  Evaluate - consider something to make a judgement about it | Assess and modify, accurately measure, mark out and cut, Sew e.g. Back-stitch/ overstitch  Use tools safely and accurately |

**Year 6 Autumn Term**

Design – Make – Evaluate

Cook savoury dishes

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| **Vocabulary** | **Skills** |
| Seasonality – the cycle of food depending on the season  Source – the place where you get something from  Utensil - tools or objects used to help you cook  Design - to plan or make a detailed plan of something  Tare – vetch plant | weigh and measure accurately, cut safely, taste for seasoning  Apply basic rules for food hygiene |

**Year 6 Summer Term**

Design – Make – Evaluate

CAD (Tinkercad/Sketchup?)

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| **Vocabulary** | **Skills** |
|  | Evaluate their products, identifying strengths and areas for development |