



LEARNING JOURNEY OVERVIEW

WHERE EVERY CHILD COUNTS

OUR CORE VALUES

We want all of our children to BE **P.I.C.K.H.U.R.S.T**

<u>P</u> roud	<u>I</u> nquisitive	<u>C</u> onfident	<u>K</u> ind	<u>H</u> ealthy	<u>U</u> nderstanding	<u>R</u> espectful	<u>S</u> uccessful	<u>T</u> rustworthy
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DESIGN & TECHNOLOGY

	AUTUMN TERM		SPRING TERM		SUMMER TERM	
	1	2	1	2	1	2
YEAR 3		Structures: Castles <i>Identify and learn about the key features of a castle, before designing and making a recycled-material castle (structure).</i>		Cooking and Nutrition: Eating Seasonally <i>Learn about various fruits and vegetables, and when, where and why they are grown in different seasons. Discover the relationship between colour and health benefits.</i>		Textiles: Cushions <i>Learn and apply two new sewing techniques – cross-stitch and appliqué. Utilise these new skills to design and make a cushion.</i>
YEAR 4		Cooking and Nutrition: Adapting A Recipe <i>Work in groups to adapt an existing biscuit recipe, whilst taking into account the cost of the ingredients and other expenses against a set budget.</i>		Digital World: Mindful Moments Timers <i>Explore what is meant by mindfulness and write design criteria to fulfil a brief to develop a programmed product for timing a mindful moment.</i>		Structure: Pavilions <i>Investigate and model frame structures to improve their stability, then apply this research to design and create a stable, decorated pavilion.</i>

Pickhurst Academy is committed to safeguarding and promoting the welfare of children and young people and expects all staff and volunteers to share this commitment.

YEAR 5		Mechanical Systems: Making a pop-up book <i>Learn about the functions of structures and mechanisms in pop-up books. Develop an interactive pop-up book, using card to create mechanisms and structures for a year 1 target audience.</i>		Textiles: Waistcoats <i>Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, design, assemble and decorate a waistcoat for a chosen purpose.</i>		Cooking and Nutrition: What Could be Healthier? <i>Discover the farm to fork process, understand the key welfare issues for rearing cattle. Compare the nutritional value of existing sauces and develop a healthier recipe.</i>
YEAR 6		Textiles: Stuffed Toys <i>Design a stuffed toy and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch.</i>		Cooking: Come Dine with Me <i>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.</i>		Electrical Systems: Steady Hand Games <i>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.</i>