

PICKHURST ACADEMY

DESIGN & TECHNOLOGY MEDIUM TERM PLAN

WHERE EVERY CHILD COUNTS

OUR CORE VALUES

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

Proud

Inquisitive

Confident

Kind

Healthy

Understanding

Respectful

Successful

Trustworthy

INTENT

At Pickhurst, we aim to inspire pupils to be innovative and creative thinkers who have an appreciation for the product design cycle through planning, creation and evaluation. We want pupils to develop the confidence to take risks, through drafting design concepts, modelling, testing and to be reflective learners who evaluate their work and the work of others. Through our lesson plans and resources, we aim to build an awareness of the impact of Design and Technology on our lives and encourage children to become resourceful, enterprising citizens who will have the skills to contribute to future design advancements.

Our unique curriculum, which uses Kapow's scheme as a framework, facilitates teachers to plan lessons that enable children to meet the objectives in line with the National Curriculum.

Year 3

Term

Week 1

Week 2

Week 3

Week 4

Week 5

Week 6

Autumn 2

Castles

- To use my knowledge and apply my understanding on castles.

Castles

- To identify features of a castle.

Castles

- To understand the design specification of a castle.

Castles

- To apply my knowledge to construct a castle.

Castles

- To apply my knowledge to construct a castle.

Castles

- To participate in a gallery, walk and make suggestions to my peers.

Spring 2	Eating Seasonally To understand how to prepare food safely.	Eating Seasonally To understand where food comes from. Vocab: Climate, Exported, Imported	Eating Seasonally To identify seasonal vegetables. Vocab: Seasons, Seasonal food, Nutrients	Eating Seasonally To identify the features of a recipe. Vocab: Recipe	Eating Seasonally To understand how to follow a recipe.	Eating Seasonally To evaluate the success of a product.
Summer 2	Cushions To explore and evaluate cushions.	Cushions To identify and design key features of a product.	Cushions To understand the purpose of a template.	Cushions To develop understanding of sewing techniques.	Cushions To consolidate understanding of sewing techniques.	Cushions To evaluate the success of a product.
Year 4						
Term	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Autumn 2	Food – Adapting a recipe To identify ingredients in a recipe.	Food – Adapting a recipe To develop understanding to follow a recipe.	Food – Adapting a recipe To research ingredients for adapting a recipe.	Food – Adapting a recipe To design a product to a given budget.	Food – Adapting a recipe To identify key features of suitable packaging for a product.	Food – Adapting a recipe To apply knowledge and skills when following an adapted recipe.
Spring 2	Digital world – Mindful Moment Timers To explore and evaluate existing mindfulness products. Vocab: Mindfulness	Digital world – Mindful Moment Timers To apply understanding of computer programming to instruct and control a Micro:bit to function as a timer. Vocab: Code, Code blocks, Programme, Micro:bit	Digital world – Mindful Moment Timers To identify features of a design of a case for a product. Vocab: Design criteria	Digital world – Mindful Moment Timers To apply my knowledge to create a prototype case for a product. Vocab: Prototype	Digital world – Mindful Moment Timers To understand how to create a logo using computer technology. Vocab: Logo	Digital world – Mindful Moment Timers To evaluate the success of a product.
Summer 2	Structure – Pavilions To use my knowledge and apply the knowledge to create a structure.	Structure – Pavilions To identify the features of a pavilion.	Structure – Pavilions To develop understanding on the benefits of different shaped frame structures.	Structure – Pavilions To apply my knowledge to create a frame structure.	Structure – Pavilions To understanding the effect of cladding on a structure.	Structure – Pavilions To explore the effect of decoration on a pavilion.

Year 5

Term	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Autumn 2	Mechanical Systems-Making a Pop-up Book To design a pop-up book.	Mechanical Systems-Making a Pop-up Book To follow my design brief to make my pop-up book.	Mechanical Systems-Making a Pop-up Book To follow my design brief to make my pop-up book.	Mechanical Systems-Making a Pop-up Book To use layers and spacers to cover the working of mechanisms.	Mechanical Systems-Making a Pop-up Book To create a high-quality product suitable for a target user.	Mechanical Systems-Making a Pop-up Book To evaluate mine and others' product.
Spring 2	Textiles To identify key features to include in a product. Vocab: Design criteria, Fabric	Textiles To develop knowledge of stitch techniques. Vocab: Sew, Accurate	Textiles LO: To understand how templates are used in making garments. Vocab: Template	Textiles To develop my knowledge of textiles to create a garment.	Textiles To consider the effect when adding extra detail to a product. Vocab: Appendage	Textiles To evaluate the success of a product.
Summer 2	Cooking and Nutrition (What could be healthier?) To understand where food comes from.	Cooking and Nutrition (What could be healthier?) To explore the term 'healthy'.	Cooking and Nutrition (What could be healthier?) To understand how to adapt a traditional recipe.	Cooking and Nutrition (What could be healthier?) To develop knowledge of food packaging.	Cooking and Nutrition (What could be healthier?) To apply knowledge of healthy food to create a food product.	Cooking and Nutrition (What could be healthier?) To evaluate the success of a product.

Year 6

Term	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Autumn 2	Textiles: Stuffed Toys To apply my knowledge to create a fabric toy.	Textiles: Stuffed Toys To follow design criteria to design a stuffed toy.	Textiles: Stuffed Toys To develop understanding of stitch techniques.	Textiles: Stuffed Toys To evaluate the effect when adding detail to a product.	Textiles: Stuffed Toys To apply my knowledge of sewing techniques to assemble a product.	Textiles: Stuffed Toys To evaluate the success of a product.
Spring 2	Cooking: Come dine with me To research the ingredients for a three-course meal.	Cooking: Come dine with me To identify the components of a three-course meal.	Cooking: Come dine with me To apply my knowledge to prepare a starter using a recipe.	Cooking: Come dine with me To apply my knowledge to prepare a main	Cooking: Come dine with me To apply my knowledge to prepare a dessert using a recipe.	Cooking: Come dine with me To evaluate the success of a range of products. Vocab Flavour

	Vocab Ingredients, Recipe	Vocab, Method, Equipment	Vocab Cross- contamination, Unit of measurement	course using a recipe. Vocab Preparation		
Summer 2	Residential Trip	Electrical Systems: Steady Hand Games To research and analyse a range of children's toys	Electrical Systems: Steady Hand Games To identify the key components of a steady hand game.	Electrical Systems: Steady Hand Games To understand the importance of a stable base.	Electrical Systems: Steady Hand Games To apply my knowledge of electronics when incorporating them in a product.	Electrical Systems: Steady Hand Games To evaluate the success of a product.