

Year 4 curriculum overview (scheme of learning):

Design and Technology			
Year 4			
Rotation: RM	Introduction to the project: health and safety in this workshop, key words, skills audit	<p>“Space Race Board Game”</p> <p>Students will develop their understanding of the iterative design process and how to safely use a variety of manufacturing tools to create a board game and playing pieces</p>	Review of the products and peer assess products
Rotation: Textiles	Introduction to the project: health and safety in this workshop, key words, skills audit	<p>“Felt Pillow”</p> <p>Students will be learning about fabrics and basic hand tools in order to produce a pillow made from felt and wadding</p>	Review of the products and peer assess products
Rotation: Food	Introduction to the project: health and safety in this workshop, key words, skills audit	<p>“Basic knife skills”</p> <p>Students will develop their practical knife skills through the completion of several practical and theory sessions</p>	Review of the products and peer assess products
Rotation: Electronics	Introduction to the project: health and safety in this workshop, key words, skills audit	<p>“Moisture sensor”</p> <p>Students will develop their understanding electronic components and circuits by completing their PCB circuit board.</p>	Review of the products and peer assess products

Year 5 curriculum overview (scheme of learning):

Design and Technology			
Year 5			
Rotation: RM	Introduction to the project: health and safety in this workshop, key words, skills audit	<p>“Mechanical Movement”</p> <p>Students will begin this area with a project overview and begin looking at basic wood theory and initial research tasks moving onto a range of different practical sessions.</p>	
Rotation: Textiles	Introduction to the project: health and safety in this workshop, key words, skills audit	<p>“Tie -Dye Project”</p> <p>Students will begin this area with a project overview and begin looking at basic textiles theory and initial research tasks moving onto a range of different practical sessions.</p>	
Rotation: Food & Nutrition	Introduction to the project: health and safety in this workshop, key words, skills audit	<p>“Sensory properties of food”</p> <p>Students will begin this area with a project overview and begin looking at the sensory elements of food.</p>	
Rotation: Electronics	Introduction to the project: health and safety in this workshop, key words, skills audit	<p>“Microbit robotics project”</p> <p>Students will begin this area with a project overview and begin looking at basic electronic theory including programming.</p>	

Year 6 curriculum overview (scheme of learning):

EDM – Enterprise Design and Manufacture	
Year 6	
Term 1	EDM Project in a DT Area of Choice – students to select which area they want to work in. They will be given opportunities to adapt designs and products and create a prototype
Term 2a	EDM Paired Project – Students to work in pairs to design and prototype a product with a business plan – final lesson in term 2b is a presentation task in class with a guest panel member and “shark tank” presentation competition
Term 2b	Skills focused learning – Students will have skills lessons in each area of DT, focusing on building a practical evidence portfolio
Term 3a	TBC – Projects will depend on safety guidelines at the time
Term 3b	TBC – Projects will depend on safety guidelines at the time