

Curriculum Map

Design Technology - Our Why?

The aim of Design Technology at Abbey school is to develop creative, technical, and practical skills that are required to perform everyday tasks confidently and participate successfully in an increasingly technological world. Build and apply a repertoire of knowledge, understanding of skills that will enable them to evaluate, design and make high quality prototypes and products that are suitable for a wide range of users. Knowledge and skills through the grades and steps driven by topic every half term that uses the 4 corners of Engage, Develop, innovate and Express to embed learning.

Big Ideas connected to our DT curriculum



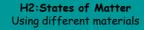
Substantive Concepts of our DT Curriculum

Design		develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
Make		To build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
Evaluate		Understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically valid questions and create their own structured accounts, including written narratives and analyses
Technical Knowledge	*******	To know the origin of materials and the sustainability of it.

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Curriculum Map Upper School and Horizon Hub



H2: Blood Heart Tools and equipment; Recipes; Packaging; Working models

H2: Tomorrows world. Smart and modern technology 3d printing

















H2: Off with her Head Portraits; Sketching Tudor fashions; 3-D modelling

H2:Our changing world

Renewable energy Research and explore Hydropower and how it has been used both past and present

H2: Road Trip USA Card and board manipulation

Explore materials
Structures















t-shirt Printing/dying techniques. Designers past and present. Tie dye technique printing techniques traditional and modern methods

H1 Emperors and Empires Observational drawings from artefacts

'H1 Enchanted Woodland Creative Ceramic design inspired by the















mythology of the Greenman







H1: Remarkable Recipes

Cook book design

Use research and exploration, to identify

user needs. Develop and communicate design

U4: Stargazers TX/GR

Fashion based project inspired by famous

fashion designers 'A Promise By Claire'

Explore the creative design process of

fashion design

H1 Rocks, Relics and Rumbles.

Lava Lamp Design and make a lava lamp based on a theme of your choice suitable for a child's bedroom

H1 Magnificent Monarchs: Use drawing, painting and sculpture to develop and share

their ideas, experiences and imagination





















ideas using annotated sketches



U4: Peasants Prices and pestilence RM/GR Illuminated lettering

Printing techniques

U4: Environmental Artists -engineers RM

Bridge and engineers

Features of bridges



















U4: Darwin's Delights

Time Traveler 'Time Capsule'. Materials research looking into properties of materials advantages and disadvantages



Design and Make Samples that could be used on a wearable item that is inspired by the digestive system

U4: MI7

Design and make a Torch. Identify component parts of a circuit Create and construct 2d nets and transform them into 3 dimensional structures





















U3:States of Matter Using different materials

U3: Blood Heart Tools and equipment; Recipes; Packaging; Working models

U3: Tomorrows world. Smart and modern technology 3d printing







U3: Off with her Head

Portraits; Sketching Tudor fashions; 3-D

modelling

















U3:Our changing world

Renewable energy Research and explore

Hydropower and how it has been used both

past and present

U3: Road Trip USA

Totem pole

Card and board manipulation

Explore materials

Structures













school peers















U2: Allotment R/M

Planters using arrange of materials joining

and finishes

U2: Misty Mountain, winding River GR/RM Water cycle model to aid learning of lower

U2: Ancient Civilisation GR/RM/SYT/TEXT Egyptian inspired artefact that could be sold in a souvenir shop Mechanisms to add functionality to a product







U2: Alchemy Island

Properties and changes of materials RM

Peter casting a small pendant

where metal comes from







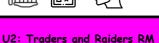






Making weapons and jewellery; Models of

Anglo-Saxon homes; Clay rune stones









t-shirt Printing/dying techniques. Designers

past and present. Tie dye technique printing

techniques traditional and modern methods





U2:Gallery Rebels

Designers past and present

Explore and experiment with fabric dyes and

paints













U1 Emperors and Empires Observational drawings from artefacts

'U1 Enchanted Woodland Creative Ceramic design inspired by the mythology of the Greenman







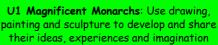
















ideas using annotated sketches



U1: Remarkable Recipes

Cook book design

Use research and exploration, to identify

user needs. Develop and communicate design

U1 Rocks, Relics and Rumbles.

Lava Lamp Design and make a lava lamp based on a theme of your choice suitable for a child's bedroom





Curriculum Map Lower School













What is hybrid?

Explore the magical world of mythical

creatures. Develop a character for a







Urban Pioneer TXT/GR

t-shirt Printing/dying techniques. Designers

past and present. Explore and experiment

with fabric dyes and paints Tie dye technique

printing techniques traditional and modern

Rocks, relics and rumbles RM/SY Lava Lamp

Design and make a lava lamp based on a theme of your choice suitable for a child's bedroom













L6: Eat well cook well Mixed Media Menu design

L6: Gods and Mortals 3-D sculpture; Greek art and design

L6: Spirit Design a new logo for the Olympics using a



















L5: Coastline

Materials and techniques



range of materials

Printing; Food landscapes; Mixed media pictures and collages; Colour mixing; Using







L5: Wriggle and Crawl

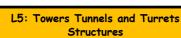
Observational drawing; Model making











investigate Natural and manmade structures Develop ways of strengthening and supporting structures to make stable



L5 Beat Bang Boogie RM/GR/SY working with materials tools and equipment L5 Bounce

LOGO Develop design using simple CAD Design and develop ideas incorporating CAD/CAM Modern printing methods













L4: Paws claws and whiskers

Mechanisms and motions- Moving animals Working with a range of materials to create NETs and construct 3D shapes. Understand simple mechanisms and motions.



Structures Identify and understand Natural and manmade structures Recognise 2D and 3D Build complex structures from geometric shapes

L4: Memory box (GR Work/RM)

Working tools and equipment

L4: Rio Da Vida (TXT) Head dress/masks

Pattern cutting and creating Decorative techniques such as applique Joining and finishing techniques







L4 Enchanted woodland (txt)

Traditional and modern printing and mark

making techniques using finds from the

woodland area









L4: TEAM Develop design using simple CAD Design and develop ideas incorporating CAD/CAM Modern printing methods









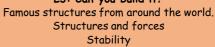






L3: Why don't snakes have legs? Txt Paper and card folding s 2d and Colours [3d structures Explore and experiment with a range of L3: Plant Parts - How does it grow?

L3: Can you build it?









materials





Sustainable picnic packaging







L3: Puppets and Popups big Question Who is watching? Creating sunglasses

L3: Winter Wonderland

Working with a range of materials tools and equipment. Creating props for the school winter wonderland



Introduction to H&S in the workshop an Safely use and explore materials tools and techniques

Plant pots

Plastic

Explore materials, tools and techniques











L2: Lets Explore Exploring textures and pattern

L2: Sunshine and Sunflowers Brighten someone's day with a sunflower Paper/card craft Cutting shaping and folding

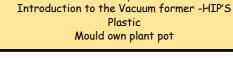
2D and 3d structures

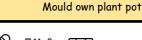
Explore a range of Printing techniques

Explore a variety of materials tools and

Create simple 2D and 3D structures

L2: Ready, Steady Grow



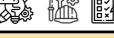




L2: Shadows and reflection RM Puppet show

L2: Chop slice and Mash TXT/GR

L2: Sparkle and shine



Patterns Symmetry Creating silhouettes from shadows construction

L1: Animal safari

Explore structures in nature

Begin to identify similarities and differences

Gain understanding of structures and their purpose-

Share ideas and resources

exploring food 2D and 3D Structure Simple Joining techniques used in textiles

developing fine motor skills through





L1: Creep, Crawl and Wriggle

Learn about Structures in nature



L1:On The Beach

Observations through sense Capture areas of interest -photography, sketch, rubbings











L1: Me and My Community- What is a friend?

Develop Fine motor skills Explore and experiment with a range materials, tools and techniques





L1: Big Wide World Continue to develop fine motor skills Begin to select materials, tools and equipment



L1: Stories and Rhymes Begin to build and construct structures