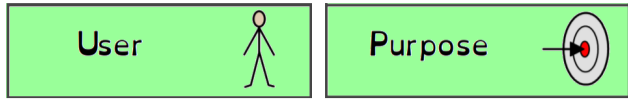




Learning Pathways in D&T



Main D&T Principles focussed on in every unit of work. Ensured through inquiry questions.

Electrical Systems
 Programming
 Computer aided design
 Improving existing products

Joining materials—
 soldering, hand drills.
 CAD drawing
 Evaluate/ Analyse

Laser Cutter
 Initiative
 Quality control
 Adapting recipes

Design briefs
 Isometric drawing
 Workshop safety/ PPE

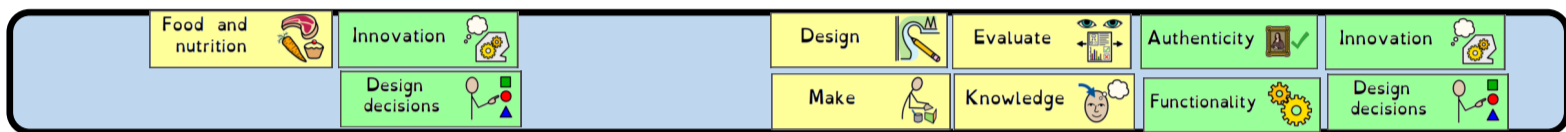


OWN YOUR FUTURE

Food and Nutrition
 Why we need food
 Activity requires energy
 Energy is measured in kJ
 Food Hygiene, Spoil and Decay
 Perfecting basic food skills

Textiles
 Properties of textiles determine their use
 Cutting materials
 Different stitches used to join fabrics
 Designers techniques

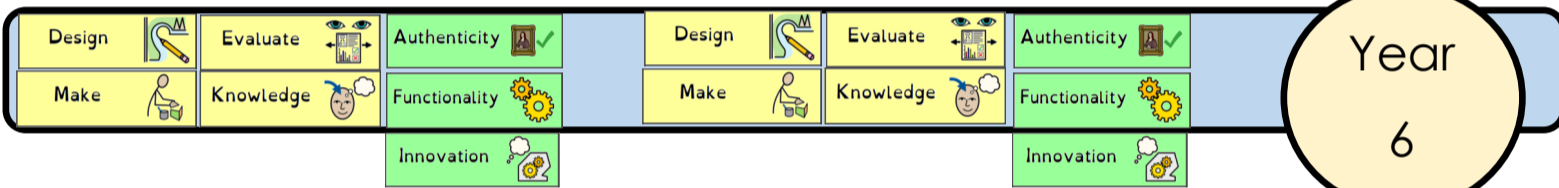
Curriculum Area Focus
 D&T Principle Focus



Mechanical Systems
 Exploration of Pulleys, CAMS, Pneumatics.
 Real life applications of mechanical systems.
 Prototypes for functionality and innovation.
 Improving on and using existing products and designs.
 Develop understanding of motion transfer and pressure.

Reinforcing Structures
 Strengthening products
 Prototypes and refinement
 Engineering techniques
 Working to a design brief

Developing
 Design Decisions

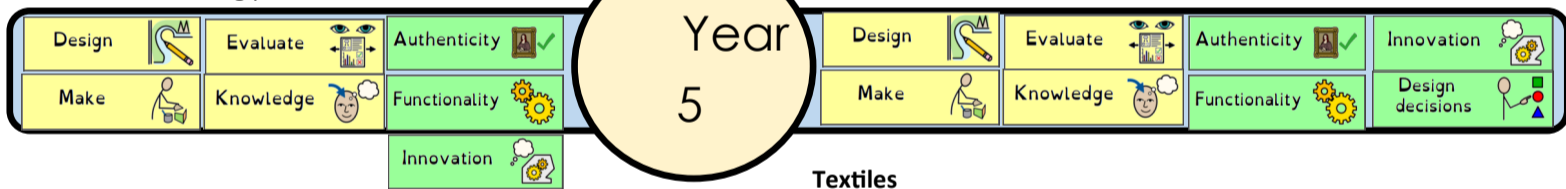


Curriculum Area Focus
 D&T Principle Focus

Woodwork
 Cutting, Joining, Measuring
 and Strengthening Materials
 Cross Sectional Diagrams
 Making products 3D.

Developing
 Innovation

Electrical Systems
 Circuits
 Programming
 Computer aided design
 Engineers design choices

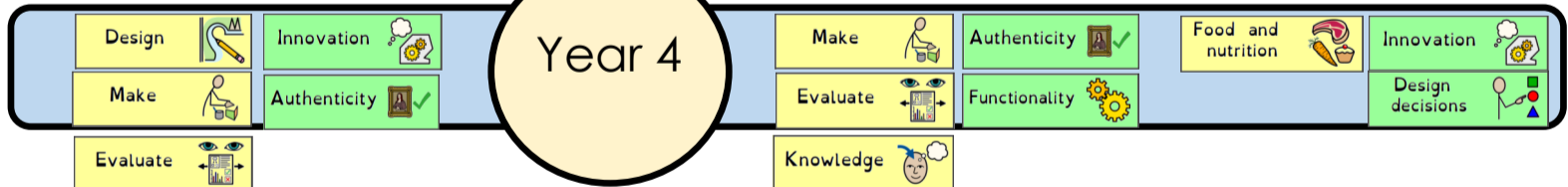


Mechanical Systems
 Prototypes
 Levers, Linkages and forces
 Computer Aided Design

Developing
 Functionality

Textiles
 Uses of Fabrics
 Re-use of fabrics
 Cutting materials
 Stitches used to join fabrics
 Inspiration from designers

Food and Nutrition
 Ingredients around the world
 Eatwell Guide proportions
 Developing Basic Food Skills
 Food Hygiene

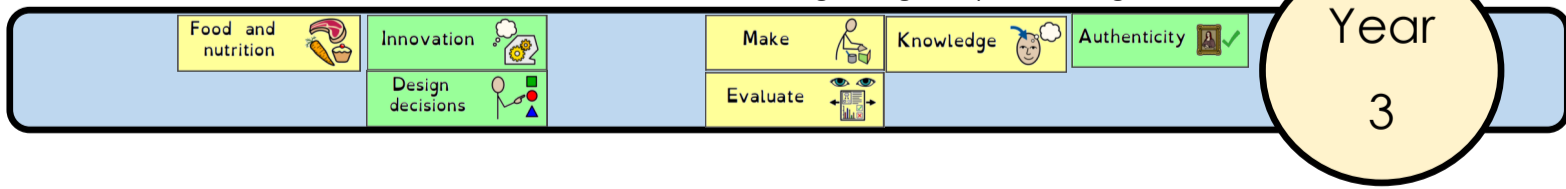


Curriculum Area Focus
 D&T Principle Focus

Food and Nutrition
 Differences in diets
 Introduction to Eatwell Guide
 Food gives energy
 Basic Food Skills

Woodwork
 Cutting, Joining,
 Measuring Materials
 Strengthening using Jinx Corners
 Strengthening Examples from Engineers

Developing
 Authenticity



Practical resources
 Natural materials
 Junk modelling



Recyclable materials
 User/Purpose
 Construction
 Axels
 Healthy Plate
 Textiles—Puppets
 Moving Pictures

EYFS

PLAY ~

KS1

CHALLENGE ~ PROGRESS