

NEWHAM BRIDGE PRIMARY SCHOOL  
FOUNDATION SUBJECTS  
CURRICULUM AND ASSESSMENT  
DOCUMENT



D.T.



## Y1 D.T. Curriculum

### Vocabulary

Build, design, strength, evaluate, join, construct, hygiene, develop, model

Names of basic tools used.

### Skills

Use basic tools safely.

Use scissors to cut along a straight line accurately.

Join and combine materials and parts e.g glue, tape, fasteners.

Select tools and techniques to make their product.

Name the tools they are using.

Explore and describe materials through touch and sight.

Be able to evaluate their product against their design.

### Knowledge and Understanding

Understand the need for basic food hygiene.

Be aware of healthy eating.

Understand where food comes from.

Understand how to make simple joins.



## Y1 D.T. A.R.E

### A Y1 designer can....

- design something using their own ideas

- Use pictures and words in the plan

- explain to someone how they want their product to look

- select tools and materials to create a design

- assemble and join materials

- use scissors to cut along a straight line

- name and choose tools appropriately

- describe how their model works

- evaluate their product by talking about likes and improvements



## Y2 D.T. Curriculum

### Vocabulary

Build, design, strength, evaluate, join, construct, hygiene, develop, model, purpose, measure, technique, improve

Names of tools/techniques used.

### Skills

Use tools safely.

Measure, mark and cut out safely.

Use simple finishing techniques to improve the design and appearance of the product.

Combine and join materials in different ways.

Incorporate simple flaps/folds into a product.

Explore mechanisms for movement (levers, sliders, wheels, axles).

### Knowledge and Understanding

Understand the need for food hygiene.

Understand where food comes from.

Understand and apply safety features when using tools.

Know there are different techniques that can be used to join materials.

Know that there are techniques that can add movement to designs/products.



## Y2 D.T. A.R.E

### A Y2 designer can....

- plan an idea
- select tools and materials independently
- measure, cut and join a range of materials
- explain why they have chosen those tools and materials
- join components in different ways
- explain why we need hygiene when working with food
- explore ways of adding movement to designs
- explain what went well with their work
- evaluate their product by talking about future improvements



## Y3 D.T. Curriculum

### Vocabulary

Build, design, strength, evaluate, join, construct, hygiene, develop, model, purpose, measure, technique, improve, research, develop, function, sketch, purpose, reinforce, circuit, switch, bulb

Names of tools/techniques used.

### Skills

Use tools safely.  
Explore the qualities of materials and use this to make appropriate selections for their design.  
Measure, mark and cut out safely.  
Use simple finishing techniques to improve the design and appearance of the product.  
Join materials in an increasingly accurate way.  
Create and decorate a stable structure.  
Incorporate a simple electrical circuit into the model.  
Explore mechanisms for movement (levers, sliders, wheels, axles).

### Knowledge and Understanding

Understand the need for food hygiene.  
Understand the principles of a healthy and balanced diet.  
Understand seasonality and where a variety of ingredients are grown.  
Understand and apply safety features when using tools.  
Understand how a basic electrical circuit works.  
Know that there are techniques that can add movement to designs/products.



## Y3 D.T. A.R.E

### A Y3 designer can....

- design a product which is functional and attractive
- select tools and materials independently and with care
- follow a step-by-step plan
- make a product that is stable in structure
- make a product that includes an electrical circuit
- apply food hygiene knowledge
- explore ways of adding movement to designs
- measure, cut and join with increased accuracy
- evaluate their product against design criteria



## Y4 D.T. Curriculum

### Vocabulary

Design, evaluate, join, construct, hygiene, develop, model, purpose, measure, technique, improve, research, develop, function, sketch, purpose, reinforce, diagram, hinges, pulley, cams, levers, circuit, switch, bulb, motor, buzzer, program  
Names of tools/techniques used.

### Skills

Use tools safely.  
Explore the qualities of materials and use this to make appropriate selections for their design.  
Measure, mark and cut out safely.  
Use simple finishing techniques to improve the design and appearance of the product.  
Use a range of mechanisms to achieve simple movement.  
Understand and use electrical circuits in their model.  
Use finishing techniques to enhance the appearance of their product.

### Knowledge and Understanding

Understand the need for food hygiene.  
Understand the principles of a healthy and balanced diet.  
Understand and apply safety features when using tools.  
Understand how electrical circuits, including motors and buzzers, work.  
Enhance knowledge of techniques and mechanisms that can add movement.  
Understand how key inventions have shaped the world.



## Y4 D.T. A.R.E

### A Y4 designer can....

- generate ideas by conducting initial research
- produce a detailed plan and explain the features
- evaluate at the design stage
- adapt their work following the evaluation
- measure with accuracy
- follow safety procedures and hygiene when working with food
- create mechanisms to achieve movement
- incorporate electrical circuits into the design/model
- evaluate their product against design criteria



## Y5 D.T. Curriculum

### Vocabulary

Design, evaluate, join, construct, hygiene, develop, model, purpose, measure, technique, improve, research, develop, function, sketch, purpose, reinforce, diagram, hinges, pulley, cams, levers, circuit, switch, bulb, motor, buzzer, program, prototype, appealing, complex, innovate

Names of tools/techniques used.

### Skills

Use tools safely including construction tools (hand drill, hammer, hacksaw and bench hook).  
Apply principles of food hygiene and safety.  
Follow recipes and develop cooking techniques.  
Investigate and analyse existing products.  
Use basic sewing, stitching and threading techniques.  
Assemble and combine components accurately.  
Evaluate their ideas and products against their own criteria and begin to consider the views of others to improve their work.

### Knowledge and Understanding

Understand and apply safety features when using tools.  
Understand the term 'fit for purpose'.  
Enhance knowledge of techniques and mechanisms that can add movement.  
Understand how key inventions and individuals have shaped the world.



## Y5 D.T. A.R.E

### A Y5 designer can....

- conduct research into similar existing products
- produce a detailed, step-by-step plan outlining potential problems that may occur
- explain how the product will appeal to the intended audience
- use sewing and stitching techniques
- assemble, join and combine products accurately
- follow safety procedures and hygiene when working with food
- make a prototype before the final version
- evaluate both appearance and functionality
- discuss the work of inventions/inventors that have influenced the modern world



## Y6 D.T. Curriculum

### Vocabulary

Design, evaluate, construct, hygiene, develop, model, purpose, measure, technique, improve, research, develop, function, purpose, reinforce, diagram, hinges, pulley, cams, levers, circuit, switch, bulb, motor, buzzer, gears, program, prototype, appealing, complex, innovate, criteria, critical, analyse, budget, cross-section  
Names of tools/techniques used.

### Skills

Use tools safely including construction tools (hand drill, hammer, hacksaw and bench hook).  
Create and use mechanisms which may include a pulley system, drive belt, cam, gears and/or levers.  
Apply principles of food hygiene and safety.  
Follow recipes and develop cooking techniques.  
Investigate and analyse existing products.  
Work to and within a set budget.  
Assemble and combine components accurately.  
Evaluate their ideas and products against their own criteria and consider the views of others.

### Knowledge and Understanding

Understand a greater range of mechanical systems.  
Understand and apply safety features when using tools.  
Understand and apply the term 'fit for purpose'.  
Enhance knowledge of techniques and mechanisms that can add movement.  
Understand how key inventions and individuals have shaped the world.  
Develop knowledge of ICT equipment to support.



## Y6 D.T. A.R.E

### A Y6 designer can....

- use market research to inform plan and ideas
- refine plans based on own and peer evaluations
- explain how the product will appeal to and benefit the intended audience
- apply a greater range of mechanical systems to the product
- perform tests on the product
- follow safety procedures and hygiene when working with food
- make a prototype before the final version
- evaluate against clear criteria
- work within a budget