

PEMBRIDGE CE PRIMARY SCHOOL LEARNING JOURNEY ITINERARY

Pembridge is a school where we encourage everyone to be inspired through faith in God and to live by Christian values so that our teaching and learning is of the highest quality, our whole community flourishes and we reflect all that is worthy of praise.

SUBJECT: Design and Technology

YEAR GROUPS: LKS2

PREVIOUS KNOWLEDGE We would expect most children to already be able to:

- Apply objectives from KS1

End of Unit Objectives

Developing, planning and communicating ideas.

Working with tools, equipment, materials and components to make quality products.

Evaluating processes and products.

- Show that their design meets a range of requirements.
- Suggest ways of creating a product and use ideas from peers when designing.
- Devise a step by step plan to show the steps and equipment required.
- Describe their design using labelled sketches and words.
- Suggest good and bad points about their design.

- Use equipment and tools accurately.
- Determine whether the finished product is going to be good quality.
- Be aware that the product should be liked by others and take that into account when designing.
- Refine work during construction to ensure the final product is good quality.

- Outline what was adapted in order to make their design better.
- Decide how to find out if the product was successful.
- Explain how the original design could be/was improved.
- Evaluate their product based on appearance and operational features.

Knowledge and Skills

Cooking & Nutrition

- Choose the right ingredients for a product, considering seasonality.
- Grow some form of vegetable with the intention of using it in a recipe.
- Use equipment safely and hygienically.
- Describe how their ingredients come together and present them in a unique and appetising way.

Textiles

- Join textiles using a variety of stitches.
- Choose appropriate textiles based on appearance and properties.
- Consider the user's preference when choosing textiles (e.g. when making a puppet for a 5-year-old).
- Make their own template.
- Explain how they are going to join it.

Electrical and Mechanical

- Select the most appropriate tools and techniques.
- Create a product that uses both electrical and mechanical components.
- Use a circuit, adding and taking components away.
- Alter their product when necessary.

Use of Materials

- Measure to the nearest mm to mark where cuts and holes need to be made.
- Join materials to add strength.
- Cut and shape materials within the perimeter (making slots or holes for button loops).

Mouldable Materials

- Use a range of techniques to shape and mould.
- Use finishing techniques.
- Make appropriate changes to the original design when working.

ASSESSMENT OPPORTUNITIES Children will be able to demonstrate their learning through:

Year	COOKING	TEXTILES	CONSTRUCTION
A	What do I need to make and bake a loaf of bread?	How can I create a toy rainforest animal?	Can I design, make and evaluate a nightlight with an electrical circuit?
B	What do I need to create a healthy lunch?	Can I design, make and evaluate a bag useful for the beach?	Can I create a structure similar to a Medieval cruck house in Pembridge?

ENRICHMENT OPPORTUNITIES

We will endeavour to include:

- Preparing and making different foods.
- Visit to a local farm to see seasonal produce.
- Making different products using a range of materials.
- Selling products at school fetes
- Visits from local craftspeople and Pembridge historian.

SUBJECT-SPECIFIC VOCABULARY

We will expect children to use these words and phrases:

cook, prepare, hygiene, safety, healthy, peel, cut, grate, weigh, measure, design, ingredients, flavour, lever, wheel, cut, sew, stitch, decorate, material, glue, attach, strengthen, circuit, electrical, mechanical, seasonality, hygiene, appealing, product, textile.

CROSS-CURRICULAR LINKS

This itinerary fits with our other learning through:

- Science – electrical circuits.
- English – non-fiction writing such as: instructions, explanations and recounts.
- Maths – measurement.
- Topic – choices to relate to current themes in history/geography/etc .

LEARNING BEHAVIOURS Children will be expected to:

Tries new things	Explore different healthy foods and materials and study the properties of waterproof or quick-drying materials.
Works hard	Design products based on research – and be prepared to change initial ideas.
Concentrates	Focus on work to complete tasks.
Self-motivates	Use research and own ideas to create products, amending with little support.
Imagines	Consider different flavours and nutrition when creating a recipe and current designs to create a final product.
Improves	Make changes to original plans in order to produce a popular product.
Understands others	Listen to others in order to produce a product which reflect the consumer.
Doesn't give up	Changes designs when given feedback.