

Linton Heights Curriculum Progression Design & Technology

UKS2 COOKING AND NUTRITION

Pupils:

Will appreciate where meat comes from and how it is processed
Develop their understanding of nutritional needs and dietary requirements
paragraph text

UKS2 ELECTRICAL SYSTEMS

Pupils:

Know that in a series circuit, electricity flows in one direction
Understand that any breaks in a circuit causes components not to operate
Appreciate that electrical motors convert electrical energy into rotational movement

LKS2 COOKING AND NUTRITION

Pupils:

Will understand the effects of climate on growth of fruit and vegetables
Understand about food that it imported and exported
Begin to understand the nutritional value of different foods

LKS2 ELECTRICAL SYSTEMS

Pupils:

Understand how electrical conductors/ insulators/ switches operate and how they affect electrical flow
Learn how batteries store energy

Year 6

Textiles:
Waistcoats

Digital World:
Navigating the World

Cooking & Nutrition:
Come dine with me

Year 5

Mechanisms:
Making a pop up book

Electronic Systems:
Doodlers
Structures:
Playgrounds

Year 4

Electronic Systems:
Torches

Mechanisms: Making
a slingshot car

Structures: Pavillions

Year 3

Cooking & Nutrition:
Eating seasonally

Structures:
Constructing a castle

Digital World:
Wearable technology

UKS2 DIGITAL WORLD

Pupils:

Understand that accelerometers detect movement
Know a sensor replaces the need for human input
Know a client's request requires a design brief/ and design development
Are aware that multi-function means that the product has more than one function
Realise that magnetometers measure the Earth's magnetic field

UKS2 TEXTILES

Pupils:

Consider the requirements of the client when designing clothing
Use a template accurately when producing clothing
Know the importance of consistently spaced/ made stitches

LKS2 DIGITAL WORLD

Pupils:

Know that a micro-bit is a pocket-sized codeable computer
Are aware that a simulator replicates technological functions
Understand that the 'Digital Revolution' features product evolution
Learn what a 'point of sale' display is
Begin to use CAD – Computer Aided Design
Take part in a design focus group

LKS2 TEXTILES

Pupils:

Learn different joining techniques
Understand the need for templates in textile production
Comprehend the need for a design idea when drawing