



Beaufort Design and Technology (DT) Curriculum

EYFS

		Inspirational project ideas
Use and explore media and materials	<ul style="list-style-type: none">Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	
Being imaginative	<ul style="list-style-type: none">Represent their own ideas, thoughts and feelings through Design and Technology.	
Moving and Handling	<ul style="list-style-type: none">Handle equipment and tools effectively, including pencils.	
Design, make , evaluate	<ul style="list-style-type: none">Children can use the language of 'bigger, better, brighter' to think about what they have made and make improvements.	



Beaufort Design and Technology (DT) Curriculum

Year 1

		Inspirational project ideas
Design	<ul style="list-style-type: none"> Use 'design criteria' in my design stage. Say what I like and what I don't like about an existing product. Design products for myself and others to use. Communicate my design through talking and drawing. 	Dens; bird feeders; hedgehog homes; fairy houses Clay aliens & stick men Build a fairy house Drawbridges for castles Floatable boat competition Waterproof clothing Shadow puppets
Make	<ul style="list-style-type: none"> Select and use a range of tools for cutting, shaping, joining and finishing. Select and use a range of materials including construction materials (sticks, wood, clay, paper, card, plastics etc), textiles and ingredients. 	
Evaluate	<ul style="list-style-type: none"> Self-assess against a 'design criteria'. Say what I like about my own and a friend's product. 	
Technical Knowledge	<ul style="list-style-type: none"> Apply learning about materials (Science Curriculum) and use it to build structures. Explore how the structure can be made stronger, stiffer and more stable. Begin to explore existing mechanisms (levers, axis, springs, sliders, wheels). Safe tool use 	
Cooking	<ul style="list-style-type: none"> Design and make something to eat using fruits and/or vegetables. Understand how and when to remove seeds (Science Curriculum) from a food before eating. Use skills of spreading and cutting to make a sandwich/toast. Understand basic fire safety. 	
Sewing	<ul style="list-style-type: none"> Shape textiles using templates. Join textiles using running stitch. 	



Beaufort Design and Technology (DT) Curriculum

Year 2

		Inspirational project ideas
Design	<ul style="list-style-type: none"> Understand the need for a 'design criteria' and can use one in my design stage. Explain what I like and what I don't like about an existing product and give reasons why. Design a product that is functional. Communicate my design through talking and labelled drawings. 	<p>Make damper on sticks and in the cast iron pans; popcorn</p> <p>Stick loom weaving; gods eyes</p> <p>Stick towers and bridges</p> <p>Small world - create an outdoor zoo</p> <p>Drawbridges for castles</p> <p>Fastest/furthest travelling balloon vehicle</p> <p>Great Fire of London houses (for burning)</p>
Make	<ul style="list-style-type: none"> Select and use a range of tools for cutting, shaping, joining and finishing based on their appropriateness. Select and use a range of materials including construction materials (sticks, wood, clay, paper, card, plastics etc), textiles and ingredients based on their characteristics. 	
Evaluate	<ul style="list-style-type: none"> Self-assess against a 'design criteria'. Say what I like about my product and suggest a way I could improve it. Carry out one improvement on my product. 	
Technical Knowledge	<ul style="list-style-type: none"> Explore existing mechanisms (levers, axis, springs, sliders, wheels). Apply my learning about mechanisms and materials (Science Curriculum) and use it to build a moving structure (e.g. a vehicle, a picture with a moving part etc). Safe tool use 	
Cooking	<ul style="list-style-type: none"> Design and make a healthy snack. Make choices about which ingredients to include/leave out of my snack. Use skills of rolling and cutting to shape dough. Understand the fire triangle and fire safety. 	



Beaufort Design and Technology (DT) Curriculum

Sewing	<ul style="list-style-type: none">• Join textiles using running stitch.• Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing).	
---------------	---	--



Beaufort Design and Technology (DT) Curriculum

Year 3

		Inspirational project ideas
Design	<ul style="list-style-type: none"> Carry out research which will inform my 'design criteria'. Evaluate some existing products and collect ideas for my own design. Design a product that is functional and explain my choices for my design. Communicate my design through talking and labelled drawings. 	<p>Journey sticks Cement alternatives for building (e.g playdough, shaving foam etc.) Magnetic games for younger children Raft building with square lashing Log dog (use timber hitch to make a lead, decorate your pet stick)</p>
Make	<ul style="list-style-type: none"> Select and use a wide range of tools for cutting, joining, shaping and finishing, based on their suitability. Select and use a range of materials including construction materials (sticks, wood, clay, paper, card, plastics etc), textiles and ingredients based on their characteristics. 	
Evaluate	<ul style="list-style-type: none"> Self-assess against my own 'design criteria'. Say what I like about my product and suggest ways I could improve it. Carry out at least one improvement on my product. 	
Technical Knowledge	<ul style="list-style-type: none"> Apply my understanding of how to strengthen, stiffen and reinforce more complex structures. Use my knowledge of forces and magnets (Science Curriculum) to inform my design. Safe tool use Understand and use different types of knots. 	
Cooking	<ul style="list-style-type: none"> Design and make a treat. Use different baking skills (mixing/whisking/weighing/rubbing in) to make a treat. Cook outdoors 	
Sewing	<ul style="list-style-type: none"> Join textiles with appropriate stitching. Select the most appropriate techniques to decorate textiles. 	



Beaufort Design and Technology (DT) Curriculum

Year 4

		Inspirational project ideas
Design	<ul style="list-style-type: none"> Carry out research which will inform my 'design criteria'. Evaluate and analyse a range of existing products. Present my findings. Design a product that is functional and fit-for-purpose and explain my choices. Communicate my design through talking, ICT and/or labelled drawings. 	Dens Wattle and Daub Tudor houses Ferris wheels and Merry-Go-Rounds
Make	<ul style="list-style-type: none"> Select and use a wide range of tools for cutting, shaping, joining and finishing, based on their suitability. Select and use a range of materials including construction materials (sticks, wood, clay, paper, card, plastics etc), textiles and ingredients based on their characteristics and give reasons for my choices. 	
Evaluate	<ul style="list-style-type: none"> Self-assess against my own 'design criteria'. Analyse the effectiveness, strength and suitability of my product. Say what I like about my product and suggest ways I could improve it. Carry out at least one improvement on my product. 	
Technical Knowledge	<ul style="list-style-type: none"> Stiffen, strengthen and reinforce structures. Include an electrical component e.g. buzzer/light (Science Curriculum) in my design. 	
Cooking	<ul style="list-style-type: none"> Design and make a soup (e.g. Tudor pottage) or smoothie, using carefully selected ingredients. Safely use the skills of chopping/peeling/mashing and/or blending. Cook outdoors 	
Sewing	<ul style="list-style-type: none"> Join textiles with appropriate stitching. Select the most appropriate techniques to decorate textiles. Understand the need for a seam allowance. 	



Beaufort Design and Technology (DT) Curriculum

Year 5

		Inspirational project ideas
Design	<ul style="list-style-type: none"> Carry out research which will inform my 'design criteria'. Present my findings and identify any anomalies. Evaluate and analyse a range of existing products. Design a product that is functional and fit-for-purpose and explain my choices. Design a product which meets the needs of a particular individual or group. Communicate my design through talking, ICT and/or annotated sketches. 	Papier Mache planets or Canopic Jars Geared mobiles Jack in the box Woodland Orchestra Pulley system for moving bricks to build pyramid
Make	<ul style="list-style-type: none"> Select and use a wide range of tools for cutting, shaping, joining and finishing, based on their suitability after discussions with others. Select and use a range of materials including construction materials (sticks, wood, clay, paper, card, plastics etc), textiles and ingredients based on their characteristics and give reasons for my choices. 	
Evaluate	<ul style="list-style-type: none"> Self-assess against my own 'design criteria'. Peer assess a friend's product against their 'design criteria'. Analyse the effectiveness, strength and suitability of my product. Say what I like about my product and suggest ways I could improve it. Carry out several improvements on my product. 	
Technical Knowledge	<ul style="list-style-type: none"> Include a mechanical device (such as gears, pulleys, levers and springs) (Science Curriculum) in my design. 	
Cooking	<ul style="list-style-type: none"> Design and make a healthy savoury meal, considering ingredients which are in season. Safely use the skills of chopping/grating/peeling and/or mashing. Weigh and mix ingredients to make dough. 	



Beaufort Design and Technology (DT) Curriculum

	<ul style="list-style-type: none">• Suggest ways to improve my meal.• Discuss the irreversible and reversible changes made when cooking (Science Curriculum).• Cook outdoors	
Sewing	<ul style="list-style-type: none">• Create objects (such as a cushion) that employ a seam allowance.• Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration).	



Beaufort Design and Technology (DT) Curriculum

Year 6

		Inspirational project ideas
Design	<ul style="list-style-type: none"> Carry out research which will inform my 'design criteria'. Present my findings and identify any anomalies. Evaluate and analyse a range of existing products. Design a product that is functional and fit-for-purpose and explain my choices. Design a product which meets the needs of a particular individual or group. Communicate my design through talking, ICT, exploded diagrams and/or annotated sketches. 	Movable toys for younger children (using Cams) Adjustable height lamps Catapults Electric vehicles Anderson Shelters
Make	<ul style="list-style-type: none"> Select and use a wide range of tools for cutting, shaping, joining and finishing, based on their suitability after discussions with others. Select and use a range of materials including construction materials (sticks, wood, clay, paper, card, plastics etc), textiles and ingredients based on their characteristics and give reasons for my choices. 	
Evaluate	<ul style="list-style-type: none"> Self-assess against my own 'design criteria'. Peer-assess a friend's product against their 'design criteria'. Analyse the effectiveness, strength and suitability of my product and compare final products made by others. Say what I like about my product and suggest ways I could improve it. Carry out several improvements on my product. 	
Technical Knowledge	<ul style="list-style-type: none"> Include a mechanical device (such as gears, pulleys, levers and cams) (Science Curriculum) in my design. Include a working electrical component e.g. buzzer/light (Science Curriculum) in my design. 	



Beaufort Design and Technology (DT) Curriculum

Cooking	<ul style="list-style-type: none">• Design and make a healthy savoury meal, considering ingredients which are in season.• Safely use the skills of chopping/grating/peeling/mashing and/or blending.• Weigh and mix ingredients to make dough.• Suggest ways to improve my meal.	
Sewing	<ul style="list-style-type: none">• Create objects (such as a cushion) that employ a seam allowance.• Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration).• Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion).	