

DT - Threads of Learning

A thread of learning shows how a 'concept' is taught from Nursery to Year 6 through the EYFS curriculum and in the IPC units of work. All parts of the EYFS curriculum build the 'foundational skills' of DT Some concepts are from the National Curriculum directly, some from the IPC and some will be interwoven throughout the curriculum.

| | N | R | 1 | 2 | 3 | 4 | 5 | 6 |
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| Design purpose | Explore different materials freely, in order to develop their ideas about how to use them and what to make | Choose materials based on properties for our creation | 1.01 Know that design is driven by a purpose A Day in the Life Time Travellers The Earth: Our Home Brainwave: The Brain Treasure Islands | 1.01 Know that design is driven by a purpose Buildings Live and Let Live From A to B The Magic Toymaker | 2.01 Know that designs should consider aesthetics and function Shake It! Travel and Tourism | 2.01 Know that designs should consider aesthetics and function All aboard | 3.01 Know that there can be a tension between aesthetics and function and both should be considered in the design process Space Scientists The Holiday Show | 3.01 Know that there can be a tension between aesthetics and function and both should be considered in the design process Earth as an Island Existing, Endangered, Extinct Fairgrounds |
| Learning Questions | | | A day in the life What design features do uniforms need for their job? (1.1) What design features are needed for my ID card? (1.1) The Earth our Home Can you identify the key features of a design for a bee house? The Brain | Buildings How can you design and construct a slider tool? (1.1) From A to B What features of a type of transport do I need to move a toy from A to B? (1.1) Live and Let Live What features of a bird feeder that stop a squirrel? (1.1) | Shake it! What are the important parts of design and aesthetics of a milk carton? (2.1 Task 2 - Design) Travel and Tourism What function and aesthetics will future travel vehicles need to be fit for purpose? (1.1) | All Aboard Why might we need a bridge for a railway? (2.1 Task 1) | Roots, Fruits and Shoots Can you design something to help seeds disperse evenly? | Existing, Endangered, Extinct What are the aesthetic and functional aspects of prosthetic limbs? Earth as an Island Can you design a healthy smoothie with food grown on just one island? |

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| | | | <p>What are the design features of a drum?</p> <p>Time Travellers What design features are needed on a bag of crisps?</p> <p>Treasure Island What are the key features when designing a chest?</p> | <p>The Magic Toy Maker What features make a board game popular? (1.1)</p> | | | | |
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| Use of tools and techniques | | | 1.08 Be able to use tools and techniques following guidance from an adult The Earth: Our Home Treasure Islands | 1.08 Be able to use tools and techniques following guidance from an adult Buildings The Magic Toymaker From A to B | 2.08 Be able to use appropriate tools and techniques independently Travel and Tourism | 2.08 Be able to use appropriate tools and techniques independently Feel the force Making waves | 3.08 Be able to select appropriate tools and techniques to make a product Roots, Shoots and Fruits The Holiday Show Full Power | 3.08 Be able to select appropriate tools and techniques to make a product Earth as an Island Fairgrounds |
| Learning Questions | Join large flat surfaces together a2 Handles tools with increasing control and intention Sp1 Place glue strategically Sum | Use different techniques for join materials with glue A1 Choose resources needed for own creations a2 Experiment with ways of joining fabric a2 Handles tools with increasing control and intention Sp1 Safely use and explore complex tools to attach and join Sp1 | The Earth: Our Home Treasure Islands | Buildings The Magic Toymaker From A to B | Travel and Tourism | Feel the force Making waves | Roots, Shoots and Fruits The Holiday Show Full Power | Earth as an Island Can you prepare a greek salad using appropriate techniques? (3.8 Task 3) Fairgrounds What are the appropriate tools and techniques to make your product? |