



St Paul's Junior School Curriculum Coverage for Design and Technology



St Paul's Curriculum Coverage Textiles Cooking Construction Designer Study	Autumn	Spring	Summer
Year 3	Cooking- Seasonal Tarts Learn about various fruits and vegetables, and when, where and why they are grown in different seasons. Discover the relationship between colour and health benefits. Designer Study- Nadiya Hussein (Chef/Baker)	Structures- Castles Identify and learn about the key features of a castle, before designing and making a recycled-material castle (structure). Designer study- James of St George (Medieval Architect)	Textiles- Cross Stitch and Applique Learn and apply two new sewing techniques - cross-stitch and appliqué. Utilise these new skills to design and make a cushion or Egyptian collar. Designer Study- Coco Chanel (Fashion Designer)
Year 4	Textiles- Fastenings Analyse and evaluate a range of existing fastenings, then devise a list of design criteria to design, generate templates and make a fabric Pencil case sleeve. Designer study- Mulberry (local fashion factory)	Cooking- Bread Work in groups to adapt an existing recipe, whilst taking into account the cost of the ingredients and other expenses against a set budget. Designer Study- Mary Berry (Baker)	Electrical Systems- Torches Identify the difference between electrical and electronic products. Evaluate a range of existing torches and their features, then develop a new functional torch design. Designer study- David Misell (Invented Torches)
Year 5	Textile- Stuffed Toys/Puppets Design a stuffed toy/ puppet and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch. Design study- Tj Toys (Stuffed toy company)	Cooking- What could be healthier? Discover the farm to fork process, understand the key welfare issues for rearing cattle. Compare the nutritional value of existing and develop a healthier recipe. Designer Study- Joe Wicks (Healthy lifestyle coach)	Mechanical Systems- Pop up books Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms. Designer Study- Robert Sabuda (Book Author)
Year 6	Mechanical Systems- Automata Toys Develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements. Designer Study- Ruth Handler (Toy Designer)	Cooking- Pizzas Develop a pizza recipe focused on three key ingredients, as part of a paired challenge to develop the best class recipes. Explore each key ingredient's farm to fork process. Designer Study- Jamie Oliver (Chef)	Textiles- Waistcoats Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble and decorate a waistcoat for a chosen purpose. Designer Study- Mary Quant (Fashion Designer)



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Enrichment	Carnival Cart Building Competition	Easter Competition (Bonnet, Biscuits, Cards)	Enterprise Week
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