Sytchampton Design and Technology
Curriculum Pathway

Secondary School

UKS2 B

Food

Come Dine With Me
(Research and prepare a balanced three course meal, cooking and storing meat and fish safely)

Structures

Bridges
(Compression and tension, reinforcing structures, arch and truss bridges)

Electrical Systems

Steady Hand Game
(Series circuits, electromagnetic motors)

UKS2 A

Mechanisms

Automata Toys
(Cams, Automata Mechanisms, Exploded and Cross Sectional Diagrams)

Food

What could be healthier?
(Farm to Fork, Nutritional Values)

Textiles

Stuffed Toys
(Running stitch, cross stitch, blanket stitch, hidden seams)

LKS2 B

Electrical Systems

Torches

Structures

Pavillions
(Frame structures)

Mechanical Systems

Slingshot Cars
(Slingshot mechanisms)

LKS2 A

Food

Eating seasonally

Textiles

Cushions
(Cross Stitch, Applique)

Mechanical Systems

Pneumatic Toys
(Pneumatic systems)

KS1 B

Structures

Baby Bear's Chair
(Strength, stability and stiffness)

Food

A balanced diet
(Healthy Wraps)

Mechanical Systems

Moving Monsters
(Pivots, levers, linkage)

KS1 A

Textiles

Puppets
(Joining fabrics and decorating)

Food

Fruit and Vegetables
(Smoothies)

Mechanisms

Wheels and Axles

EYFS

Physical Development

Progress towards a more fluent style of moving, with developing control and grace.

Develop their small motor skills so that they can use a range oftools competently, safely and confidently.

Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.

Expressive Arts and Design

Explore, use and refine a variety of artistic effects to expresstheir ideas and feelings.

Return to and build on their previous learning, refining ideas and developing their ability to represent them.
Create collaboratively, sharing ideas, resources and skills