| DT NC objectives | Year 5 Theme: Fairtrade Strand: Food Technology Understand and apply the principles of a healthy and varied diet | Learning in this topic: Technical knowledge: Develop the creative, technical and practical expertise needed to perform the children will learn the fundamentals of food hygiene and kitchen safety e.g. washing consider safety when using electrical/ hot appliances. They children will apply a range of cooking techniques to produce their own Fairtrade cerumonal considers and make: build and apply a repertoire of knowledge, understanding and skills in order range of users | nands, cleaning surfaces and equipment, how to handle equipment and eal bars. | | | | |
|---|---|--|---|--|--|--|--|
| covered: | Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. | The children will evaluate a range of existing cereals bars and recipes -they will identify their likes and dislikes, the ingredients used and where the ingredients were sourced. They will look at both Fairtrade and non-Fairtrade products and evaluate the differences in ingredients, cost, packaging and impact on the producer. The children will investigate Fairtrade ingredients that are available in shops and experiment with flavour combinations. They will design their own products based on their research and knowledge of flavour and recipes. Children will design 3 alternative packaging prototypes to sell and advertise their products and carry out market research to determine which is the most appealing to the consumer. Children will make their final product and packaging/ advertising ready to sell at their market stall. Evaluate: critique, evaluate and test their ideas and products and the work of others (including in the real world) The children will be given an opportunity to taste their final product and will evaluate them against the brief and their own design criteria. They will evaluate what went well, any modifications they made during the process and what they would now do differently to improve their products. They will justify their reasons and explain applying technical vocabulary taught throughout the project. They will also be given the opportunity to evaluate others and offer advice and recommendations. They will also gain feedback from the consumers and use this to evaluate how they may improve their product. They will evaluate the success of their advertising and packaging through feedback from the consumer. | | | | | |
| Prior Knowledge needed: | An understanding of what Fairtrade is and where different foods come from. The impact Fairtrade has on producers. Basic understanding of hygiene and kitchen safety. An basic understanding of cooking i.e. equipment to use, basic terminology, combinations of ingredients | | | | | | |
| Curriculum Concepts and Themes: | Fair trade Distribution Economics Importing and exporting More and less developed countries Trade links Natural resources Land use | Curriculum Skills Progression: Talk about how the properties of certain foods can affect the final product. Know and understand the practice needed in terms of food hygiene and kitchen safety. Understand the source, seasonality and characteristics of a broad range of ingredients. Discuss ways in which ideas, plans and designs are formed and modify to ensure that the design criteria are met effectively. Select the appropriate methods and equipment for measuring, e.g. time, dry good liquids etc. Compare commercial and domestic processes for producing food, e.g. bread. Understand the principles of cleaning to prevent cross-contamination, chilling foods thoroughly and reheating food until steaming hot. Understand and apply the principles of nutrition and health including the implications of excess and deficiency. Become competent in a range of cooking techniques, e.g. selecting and preparing ingredients, application of heat, seasoning dishes, combining ingredients Follow procedures for safety and hygiene. Use analysis of existing products supported by accurate factual information to inform own work. | Direct links to made other subjects: Geography - see overview Maths - money and the economy - profit and loss, converting units and measure. | | | | |
| Inspirational Start: Children to use large printed maps of the world to predict where they think our food comes from - children to be given a mixture of food samples and pictures to plot on the map e.g. coffee beans, chocolate, etc. | | Mid-way Milestone: Play the Chocolate Trade Game - the children will take on different roles of businesses, Fairtrade representatives and producers to trade cocoa beans. See game on shared area. | Extraordinary End: Fair trade food stand - the children will make cereal bars using Fairtrade products and sell them at a food market. The children will research and produce information about where the ingredients have come from and how they help support the producers. | | | | |

| DT | Year 5 | Spring 2 | Learning in th | is topic: | | | |
|---|--|--|--|--|---|-------------------------------------|--|
| NC objectives covered: Prior Knowledge needed: | Theme: Anglo-Saxo Strand: Textiles Use research and develop design of innovative, functional fit for purpose, aimed at particles Select from and use a wider raperform practical tasks [for exjoining and finishing], accurated select from and use a wider racomponents, including constructing redients, according to their aesthetic qualities Investigate and analyse a ranged Evaluate their ideas and productive in and consider the views work Basic knowledge of materials Knowledge of Anglo-Saxon daily Knowledge of a range of stitch y5 Monarchy art topic) Basic knowledge of using a page | ons on criteria to inform the , appealing products that are cular individuals or groups nge of tools and equipment to cample, cutting, shaping, y nge of materials and tion materials, textiles and functional properties and e of existing products cts against their own design of others to improve their y life es (building on knowledge from | Learning in this topic: Technical knowledge: Develop the creative, technical and practical expertise needed to perform everyday tasks confidently. In the children will learn about Anglo-Saxons purses and the history behind them. They will learn that they were used to signify wealth and were usually attached to the belt. They will look at the purse from the Sutton Hoo collection and analyse the shape, finishing techniques and design. They will analyse a range of different money purses – modern and old-fashioned – and comment on their appearance, fabric use, sturdiness, effectiveness, ways they are held together etc. They will also consider the best and most effective way of joining the fabrics and which way would be best suitable to the purpose of the money purse. The children practice a range of stitches that they will use to join their fabric e.g. back stitch, running stitch and stitches they will use to complete their applique e.g. French knots and cross-stitch. The children will build on their knowledge of Year 4 to create a seam allowance, understanding the need for this. Design and make: build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users The children will build on their knowledge of what makes a good money purse and taking inspiration from Anglo-Saxon patters to design their purse. They will consider the most appropriate technique to join the fabric and will consider what design they will use for their applique decoration. The children will use a paper pattern with a range of complex shapes to cut their fabric. The children will see a paper pattern with a range of complex shapes to cut their fabric. The children will see the most appropriate fastening to complete their purse. Evaluate: critique, evaluate and test their ideas and products and the work of others (including in the real world) The children will evaluate their finished product and their design process. They will evaluate what w | | | | |
| | hunt - Children will be given a range c at they think our topic might be, mak y what they know. | f artefacts and pictures, they | Curriculum Skills Progression: Mid-way Mile Art project day - chi | Create increasingly complex patterns and templates with more than one part that are accurately measured. Use a broad range of material joining techniques including stitching, fastenings, heat processes and adhesives. Investigate and develop skills in modifying the appearance of materials including textiles and other manufactured materials e.g. applique. Identify the most effective finishing technique in order to maximise the aesthetic value of the product. Identify and apply an appropriate finishing technique to ensure a high quality end product which meeting the design criteria. | Direct links to made other subjects: Extraordinary E Anglo-Saxon experience deliver a workshop for t | day - arrange an outside company to | |

| <u>DT</u> | <u>Year 5</u> | Summer 2 | Learning in the | • · · · · · · · · · · · · · · · · · · · | dently | | |
|--|--|--|--|---|---------------------------------------|---|--|
| NC objectives covered: | Theme: Space Rove Strand: Axels, pulleys an Design Use research and develop design of innovative, functional, appealing properties of the search and develop design of innovative, functional, appealing properties of the search and community of the search and community of the search and community of the search and use a wider range including construction materials Evaluate Investigate and analyse a range of Evaluate their ideas and products and consider the views of others the Understand how key events and interchnology have helped shape the Technical knowledge Apply their understanding of how reinforce more complex structure. Understand and use mechanical synexample, gears, pulleys, cams, lever | riteria to inform the design of oducts municate their ideas of tools and equipment to of materials and components, existing products against their own design criteria to improve their work dividuals in design and world to strengthen, stiffen and s stems in their products [for | Technical knowledge: Develop the creative, technical and practical expertise needed to perform everyday tasks confidently Children will learn how to build a working model where the direction of movement can be controlled with a chassis with a pivoting axle. They will build on their knowledge from Year 3 to apply fixed pulleys within a mechanical system, chassis etc. and how these work together as a mechanical system. They will build on their knowledge from Year 3 to apply fixed pulleys within a mechanical system to move an axel. They will design and build a rover that is fit for purpose - to independently move across the surface of the moon and collect information about the terrain. Children will develop their knowledge of secure structures and method that can be applied to reinforce these. Design and make: build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users The children will use trial and error to explore mechanical systems. They will recognise that some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect. They will explore the effects of different surfaces, wheel types and sizes, the number of teeth of a gear and how this affects the speed of rotation and the effects of different weights on their designs. The children will select their own equipment, materials and components. They will test and evaluate their choices. They will plan their designs through researching existing products, considering the purpose and needs and create detailed sketches to communicate their ideas. They will plan their designs through researching existing products, considering the purpose and needs and create detailed sketches to communicate their ideas. They will plan their designs through researching existing products, considering the purpose and what their world offer and their own design criteria. They will prototypes to check and evaluate their models on different sur | | | | |
| Prior Knowledge needed: | Historical knowledge of space (link) Working knowledge of Forces from Experience of researching existing Experience of designing products. Basic practical skills of creating standards Some basic technical understanding systems e.g. wheels move using axed An understanding of how to make a slights and buzzers. | n Science curriculum. g products. tructures and reinforcing them. ng effectively of mechanical els, pulleys etc. | | | | | |
| Curriculum Concepts and Themes: | Mechanical systems Electrical systems Reinforcing structures Real life application of systems Space and the Moon Evaluation and development of tec | hnology | Curriculum Skills Progression: | Produce detailed designs and plans drawn to scale from a range of viewpoints, using pattern pieces and computer-aided design packages. Design and build a working model where the direction of movement can be controlled, e.g. with a chassis with a pivoting axle. Explain how a belt and pulley system can be used to reverse the direction of rotation, and alter the plane of rotation by 90 degrees. Explain how the number of teeth of a gear affects the speed of rotation. Understand and use the properties of materials and the performance of structural elements to achieve functioning solutions. Understand how more advance mechanical systems used in their product enable changes in movement and force. Select a range of appropriate tools to cut, shape and join materials and components with accuracy and precision. Use an increasing range of tools and equipment to measure, mark out and shape materials and components accurately. Use a drill to make an off-centre hole. Join and combine a range of materials and components using the most effective permanent and temporary way. Make and adapt where necessary complex mock-ups and templates. Give reasons, supported by factual evidence for the success of aspects of a product and provide considered solutions to resolve those parts that could be improved. | Direct links to other subjects: | Science work on space and forces History - see overview English work linked to space and Tim Peake. | |
| Inspirational Start: Use ipads to virtually explore space. | | | | Extraordinar Test out and evalue | - | | |