

The Design & Technology Curriculum at Birchwood Junior School

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	 Development question or problem to solve.	 Design inspiration	 Technical Knowledge	 Practical Knowledge	 Design Process	 Evaluate									
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6									
Year 3	 Cookery  Question: How can parents create family meals with more vitamin rich ingredients? Item to develop: volcano potato Design inspiration: Chef focused on healthy and fun meals – Joe Wicks? Outcome: A volcano potato meal with a higher nutritional value.		 Mechanical Systems  Question: Can mechanisms be used in a book to engage a reader whilst providing knowledge? Item to develop: educational book Design inspiration: based on videos, images and mood boards Outcome: A pop-up book showing the life cycle of a plant		 Textiles  Question: Can a character be portrayed through sewing? Item to develop: character pouch Design inspiration: based on story time within the classroom Outcome: A sewn pouch that can be used by a character from the story										
	Year 4		 Electrical Systems  Question: What impact does an electrical circuit have on a card? Item to develop: Christmas card Design inspiration: based on images and mood boards Outcome: A Christmas card that can easily be mass produced for sale				 Digital World  Question: Can a digital product assist with mindfulness? Item to develop: Mindful moment timer Design inspiration: Meditation techniques and systems Outcome: A timer that can be used within meditation and PSHE sessions		 Textiles  Question: How can we make the school library more comfortable? Item to develop: Cushion Design inspiration: School library and existing comfort libraries Outcome: A cushion which uses cross stitch that can be used in our school library						
			Year 5				 Structures  Question: Which features improve the structure of a bridge? Item to develop: Architectural models of bridges Design inspiration: Local studies of different bridges Outcome: An architectural model of a bridge with focus on the structure			 Mechanical Systems  Question: How can a mechanism be used in a toy to create an illusion? Item to develop: Toy with moving parts Design inspiration: Wooden moving toys Outcome: A moving wooden toy that can be mass produced for sale		 Digital World  Question: How important are thermometers in monitoring animal health? Item to develop: Animal monitoring device Design inspiration: Own pets or favourite animal and their optimum health Outcome: A digital prototype that monitors animal health			
							Year 6			 Electrical Systems  Question: How can an electrical system be used in a game? Item to develop: A steady hand game Design inspiration: Mood boards and product images Outcome: A steady hand game using complex electronic circuits			 Cookery  Question: How can a burger be adapted to be suitable for a vegan? Item to develop: Plant based burger Design inspiration: Chef focused on vegan food – Tal Ronnen Outcome: A healthy meat free burger		 Structures  Question: How do structural models help within design and architecture? Item to develop: A 3D model of a part of London Design inspiration: Year 6 London city trip Outcome: A 3D model of London city which incorporates various DT systems