



D&T Curriculum
KS2 Knowledge Organisers

Knowledge Organiser- C3 – Year 2/3

D&T Unit: Cooking/Food - Ancient Egyptians

Year: A1

Term: Autumn

Note: This unit could not be implemented in 2020-21 due to Covid-19 restrictions. This will be planned for when Year A1 is implemented in the next cycle.

Learning Objectives - Knowledge	Key Driver

Key Vocabulary	
Word	Meaning

Equipment Required

Useful Websites or Resources

Knowledge Organiser- C4 – Year 4/5

D&T Unit: Cooking/Food - Ancient Egyptians

Year: A1

Term: Autumn

Note: This unit could not be implemented in 2020-21 due to Covid-19 restrictions. This will be planned for when Year A1 is implemented in the next cycle.

Learning Objectives - Knowledge	Key Driver

Key Vocabulary	
Word	Meaning

Equipment Required

Useful Websites or Resources

Knowledge Organiser- C5 – Year 5/6

D&T Unit: Cooking/Food - Ancient Egyptians **Year:** A1 **Term:** Autumn

Note: This unit could not be implemented in 2020-21 due to Covid-19 restrictions. This will be planned for when Year A1 is implemented in the next cycle.

Learning Objectives - Knowledge	Key Driver

Key Vocabulary	
Word	Meaning

Equipment Required

Useful Websites or Resources

Knowledge Organiser - C3 – Year 2/3

D&T Unit: Textiles - Rags to Bags (Considerate Consumers)

Year: A1

Term: Spring

Learning Objectives - Knowledge	Key Driver
To know the function of a bag and know the huge range of bags we use in everyday life	NW
To know the problem of single use plastic bags and the importance of repurposing old textiles and other materials	NW/HL
To know how to perform basic sewing techniques: threading a needle, knotting the thread, finishing off, basic running stitch, basic backstitch	C
To know how to look at a range of example bags and evaluate their design, considering aspects such as cost, availability of materials, sewing skills required, appearance and fitness for purpose.	C
To know how to design our own bags to meet the given design criteria, using the designs studied to inform our own plans and producing simple, labelled sketches.	C
To know work practically in a safe and efficient manner to produce our designs.	C
To know how to evaluate our work, considering both good points and areas for improvement.	C

Key Vocabulary	
Word	Meaning
function	the job for which a product is designed.
repurposing	used a material again in a different job
evaluate	to think carefully about the good points and bad points
thread (noun)	a fine string-like material used with a needle for sewing. Also known as 'cotton'.
thread (verb)	to push the thread through the eye of the needle in preparation for sewing.
stitch (verb)	to move the needle in and out of the fabric, pulling the thread along behind. There are lots of types of stitching - eg running stitch, backstitch.
finishing off stitch	a way of tying a knot in the thread when stitching is complete so that it is secure and will not come undone.

Equipment Required
Project Booklet Examples of existing bags designs of all types to evaluate Examples of designs of homemade bags made using recycled materials to evaluate Recycled materials - old clothes including jeans and t-shirts, cords/ribbons etc., felt, cereal boxes Sewing equipment - needles, threads (cotton and embroidery thread), buttons, scissors, pinking shears (adult use only) Other construction equipment: hole punches, double-sided tape.

Useful Websites or Resources
See pictures in Project Booklet

Knowledge Organiser-C4 – Year 4/5**D&T Unit:** Textiles - Rags to Bags**Year:** A1**Term:** Spring

Learning Objectives - Knowledge	Key Driver
To know the function of a bag and know the huge range of bags we use in everyday life	NW
To know the problem of single use plastic bags and the importance of repurposing old textiles and other materials	NW
To know how to perform sewing techniques: threading the needle, running stitch, back stitch, blanket stitch, cross stitch, chain stitch	C
To know how to look at a range of example bags and evaluate their design, considering aspects such as cost, availability of materials, sewing skills required, appearance and fitness for purpose	C
To know how to design our own bags to meet the given design criteria, using the designs studied to inform our own plans and producing simple, labelled sketches	C
To know how to work practically in a safe and efficient manner to produce our designs	C
To know how to evaluate our work, considering both good points and areas for improvement	C

Key Vocabulary	
Word	Meaning
function	the job for which a product is designed
repurposing	used a material again in a different job
evaluate	to think carefully about the good points and bad points
thread	a fine string-like material used with a needle for sewing. Also known as 'cotton'
thread	to push the thread through the eye of the needle in preparation for sewing
stitch	to move the needle in and out of the fabric, pulling the thread along behind. There are lots of types of stitching - eg running stitch, backstitch
finishing off stitch	a way of tying a knot in the thread when stitching is complete so that it is secure and will not come undone

Equipment Required
Project Booklet Examples of existing bags designs of all types to evaluate Examples of designs of homemade bags made using recycled materials to evaluate Recycled materials - old clothes including jeans and t-shirts, cords/ribbons etc., felt, cereal boxes Sewing equipment - needles, threads (cotton and embroidery thread), buttons, scissors, pinking shears (adult use only) Other construction equipment: hole punches, double-sided tape.

Useful Websites or Resources
See pictures in Project Booklet https://www.youtube.com/watch?v=6CyKITzDWY8 https://www.youtube.com/watch?v=TTAbCTKL9I8

Knowledge Organiser - C5 – Year 5/6**D&T Unit:** Textiles - Bag for Life**Year:** A1**Term:** Spring

Learning Objectives - Knowledge	Key Driver
Know about plastic pollution and the role of plastic bags, identify possible solutions, especially bags for life	NW
Know how ideas, plans and designs are formed and modified and how to analyse existing products to inform own designs for a bag for life	C
Know how to measure and cut fabrics effectively	C
Know how to use pinning and tacking to temporarily join fabrics	C
Know how to operate the basics of a sewing machine to permanently join fabrics	C
Know how to keep themselves safe when pinning, sewing and using a sewing machine	C
Know how to effectively use fabric paints to create a logo design on their bag	C
Know how to test and evaluate the finished bag	C

Key Vocabulary	
Word	Meaning
seam allowance	the area between the edge of the fabric and the stitching line
tack	a long stitch used to fasten fabric together on a temporary basis
stitching line	the line you sew along
running stitch	a basic needlework stitch in which the needle goes in and out of the fabric without stitches overlapping
backstitch	a needlework stitch which goes back over the previous stitch - used here fix the thread at the start and end of sewing
bobbin	a cylinder which holds thread in a sewing machine
logo	a symbol used to represent a person/organisation etc

Equipment Required
reclaimed/recycled fabric (curtain linings), webbing, metre sticks and pens, sharp scissors, variety of thread, needles, pins, sewing machine, fabric pens and paints

Useful Websites or Resources
Plastic bag pollution - https://www.youtube.com/watch?v=CubtcwIZEWc How to make a bag for life https://www.youtube.com/watch?v=ayRA1nVQyjs

Knowledge Organiser - C3 – Year 2/3**D&T Unit:** Mechanisms - Roman Catapults**Year:** A1**Term:** Summer

Learning Objectives - Knowledge	Key Driver
To know what a catapult is, how they work and how/why they were used by the Romans.	C
To know how to explore a simple catapult design: making it, testing it safely, and evaluating it.	C
To know how to perform basic woodworking techniques: measuring, sawing, drilling, joining, reinforcing joints with cardboard triangles.	C
To know how to look at a range of catapult prototypes and evaluate their design, considering aspects such as cost, availability of materials, skills required, and effectiveness at projecting a missile.	C
To know how to design our own catapults to meet the given design criteria, using the designs studied to inform our own plans and producing simple, labelled sketches.	C
To know work practically in a safe and efficient manner, including the safe use of tools such as saws and drills.	H
To know how to evaluate our work, considering both good points and areas for improvement.	C

Key Vocabulary	
Word	Meaning
catapult	a device (historically used as a weapon) to hurl an object at speed and to a distance.
missile	the object being hurled by the catapult.
tension	a way of storing energy; when tension is released, the missile is hurled.
accumulate	to build up, or increase.
reinforcing	making something stronger
prototype	an example or trial model of a design - sometimes made with cheaper materials
pivot	the point about which something turns or rotates.
bench hook	a device that hooks over the table to assist with safe sawing

Equipment Required
<p>Project Booklet</p> <p>Examples of catapult prototypes of various designs to evaluate</p> <p>Materials for the making of the simple catapult design used for testing (big lolly sticks, elastic bands, wooden disposable spoons, double-sided tape, sellotape, cardboard, scrap paper balls for firing.</p> <p>Woodwork equipment - bench hooks, saws, hand-drills, rulers, pencils, sandpaper, pegs (for temporarily fixing joints), PVA glue, hole punches.</p> <p>Materials for the making of a 'training piece' (for techniques practice) and then the individual catapult designs (wood (1cm square in cross section), card triangles, big lolly sticks, elastic bands, wooden disposable spoons, double-sided tape, sellotape, cardboard, scrap paper balls for firing.</p> <p>Marshmallows for firing during the testing/evaluation stage.</p>

Useful Websites or Resources
<p>https://www.bbc.co.uk/bitesize/topics/zwmpfg8/articles/zqbnfg8 - for revision of the weapons and tactics of the Roman army.</p> <p>https://www.stem.org.uk/resources/elibrary/resource/467666/catapult - an example of a catapult design</p>

Knowledge Organiser C4 – Year 4/5

D&T Unit: **Year:** A1 **Term:** Summer

Learning Objectives - Knowledge	Key Driver
To know what a catapult is, how they work and how/why they were used by the Romans.	C
To know how to explore a simple design of a catapult: making it, testing it safely, and evaluating it.	C
To know how to perform basic woodworking techniques: measuring, sawing, drilling, joining, reinforcing joints with cardboard triangles.	C
To know how to look at a range of catapult prototypes and evaluate their design, considering aspects such as cost, availability of materials, skills required, and effectiveness at projecting a missile.	C
To know how to design our own catapults to meet the given design criteria, using the designs studied to inform our own plans and producing simple, labelled sketches.	C
To know work practically in a safe and efficient manner, including the safe use of tools such as saws and drills.	H
To know how to evaluate our work, considering both good points and areas for improvement.	C

Key Vocabulary	
Word	Meaning
catapult	a device (historically used as a weapon) to hurl an object at speed and to a distance.
missile	the object being hurled by the catapult.
tension	a way of storing energy; when tension is released, the missile is hurled.
accumulate	to build up, or increase.
reinforcing	making something stronger
prototype	an example or trial model of a design - sometimes made with cheaper materials
pivot	the point about which something turns or rotates.
bench-hook	a device that hooks over the table to assist with safe sawing
G-clamp	a clamp device used to hold a wood work piece, with a screw to hold it tight
hacksaw	a fine-toothed saw

Equipment Required
Project Booklet Examples of catapult prototypes of various designs to evaluate Materials for the making of the simple catapult design used for testing (big lolly sticks, elastic bands, disposable spoons, sellotape, cardboard, scrap paper balls for firing) Woodwork equipment - bench hooks, hacksaws, rulers, pencils, glue guns Materials for the making of a 'training piece' (for techniques practice) and then the individual catapult designs (wood (1cm square in cross section), card triangles, big lolly sticks, elastic bands, wooden disposable spoons, double-sided tape, sellotape, cardboard, scrap paper balls for firing. Marshmallows for firing during the testing/evaluation stage. Rulers, 60cm lengths of wood - 1cm square cut + 5mm round dowelling,

Useful Websites or Resources
https://www.bbc.co.uk/bitesize/topics/zwmpfg8/articles/zqbnfg8 - for revision of the weapons and tactics of the Roman army. https://www.instructables.com/How-to-make-a-model-Roman-catapult/ - example of 'How to make a Roman catapult'

Knowledge Organiser C5 – Year 5/6

D&T Unit: Mechanisms - Roman catapults

Year: A1

Term: Summer

Learning Objectives - Knowledge	Key Driver
To know what a catapult is, how they work and how/why they were used by the Romans.	C
To know how to explore a simple design of a catapult: making it, testing it safely, and evaluating it.	C
To know how to perform basic woodworking techniques: measuring, clamping, sawing, filing, joining, reinforcing joints with cardboard triangles.	C
To know how to look at a range of catapult prototypes and evaluate their design, considering aspects such as cost, availability of materials, skills required, and effectiveness at projecting a missile.	C
To know how to design our own catapults to meet the given design criteria, using the designs studied to inform own plans	C
To know work practically in a safe and efficient manner, including the safe use of tools such as saws and files	H
To know how to evaluate our work, considering both good points and areas for improvement.	C

Key Vocabulary	
Word	Meaning
catapult	a device (historically used as a weapon) to hurl an object at speed and to a distance.
missile	the object being hurled by the catapult.
tension	a way of storing energy; when tension is released, the missile is hurled.
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prototype	an example or trial model of a design - sometimes made with cheaper materials
pivot	the point about which something turns or rotates.
bench hook	a device that hooks over the table to assist with safe sawing
G clamp	a clamp device used to hold a wood work piece, with a screw to hold it tight
hacksaw	a fine-toothed saw

Equipment Required
<p>Project Booklet</p> <p>Examples of catapult prototypes of various designs to evaluate</p> <p>Materials for the making of the simple catapult design used for testing (big lolly sticks, elastic bands, disposable spoons, sellotape, cardboard, scrap paper balls for firing)</p> <p>Woodwork equipment - bench hooks, hacksaws, rulers, pencils, sandpaper, pegs (for temporarily fixing joints), PVA glue,</p> <p>Materials for the making of a 'training piece' (for techniques practice) and then the individual catapult designs (wood (1cm square in cross section), card triangles, big lolly sticks, elastic bands, wooden disposable spoons, double-sided tape, sellotape, cardboard, scrap paper balls for firing.</p> <p>Marshmallows for firing during the testing/evaluation stage.</p> <p>Rulers, 60cm lengths of wood - 1cm square cut + 5mm round dowelling,</p>

Useful Websites or Resources
<p>https://www.bbc.co.uk/bitesize/topics/zwmpfg8/articles/zqbnfg8 - for revision of the weapons and tactics of the Roman army.</p> <p>https://www.instructables.com/How-to-make-a-model-Roman-catapult/ - example of making a Roman catapult</p>