**St Saviour’s Art MTP – Core Content and Expectations**

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| **Year** | **Block A – Term 1** | **Block B – Term 2** | **Block C – Term 3** | **Block D – Term 4** | **Block E – Term 5** | **Block F – Term 6** |
| **3** | **Textiles**  Explore ways to stiffen fabric  Use stiffened fabric to create a ridged box. | **Food and Nutrition**  Consider what a balanced diet is  Make three products that are often bought pre-made or highly processed.  CUSP LINK –  Animals inc. humans | **Mechanisms**  Investigate various linkages and levers to design  Make their own linkages and levers product  Select and use a variety of modelling materials to create a final outcome  CUSP LINK –  Forces and Magnets | **Food and Nutrition**  Explore the nutritional value of food and its effect on our physical and mental health  Practice methods for preparing a  range of vegetables and apply these skills to create different dishes  Change the texture and flavour of food by roasting and adding herbs and spices | **Systems**  Look at different types of energy and how these can be used to power different devices  Consider how design choices are  influenced by energy sources  CUSP LINK –  Light | **Structures**  Investigate how the shape and features of a bridge can  affect how strong it is  Identify types of bridges and the structural changes that engineers and architects make to increase the stability of structures |
| **4** | **Food and Nutrition**  Explore the difference between freshly made food and mass-produced food  Know common foods that are part of a healthy diet but are often bought premade and can contribute to poor physical  and mental health. | **Mechanisms**  Investigate how hinges work.  Select a range of modelling materials and tools to make hinged products.  Evaluate and modify throughout. | **Textiles**  Learn how to sew a button onto fabric  Identify the different functions of fastenings and reflect on the advantages or disadvantages of using certain fasteners  Create a solution to the problem of a towel slipping off a hook | **Structures**  Explore which shapes can be used to provide stability in structures  Use a range of materials to  investigate 3D shapes  Collaborate on a class geodesic  dome structure. | **Electrical Systems**  Learn how different types of switches work within electrical circuits and how these can be  used to perform a function in a product.  CUSP LINK –  Electricity | **Food and Nutrition**  Learn how to make healthy food from low-cost ingredients  Consider how cheap processed foods will affect diet and health in later life  CUSP LINK –  Animals inc. humans (digestion) |
| **5** | **Electrical Systems**  Draw on previous  knowledge  Design and make a road safety belt  Write a simple program for a ‘micro:bit’  Evaluate the outcome  against the design brief.  LINK – Computing programming (iProgram - Scratch) | **Food and Nutrition**  Look to Middle Eastern and Danish foods for inspiration  Consider what they can learn from the diets of different cultures.  Learn how to make flatbreads  Use a range of techniques to make delicious, appetising food. | **Textiles**  Consider the durability of fabrics.  Design and make a functional and  hardwearing lunch bag  Create fair tests to investigate the  properties of a range of fabrics and consider insulation and waterproofing | **Mechanisms**  Investigate how pulleys and gears work  Design and make their own pulleys and gears products, selecting and using a variety  of modelling materials to create final outcomes  CUSP LINK –  Forces | **Structures**  Look at a range of ways that frames are reinforced to  make them stable  Identify joins and supports  and create a model shelter based on what they have learnt | **Food and Nutrition**  Look to different countries to see what can be learnt from different cultures  Learn how certain foods can  contribute to good health and wellbeing.  Learn how modern British  food represents an eclectic mix of  cultures  CUSP LINK –  World Countries |
| **6** | **Food and Nutrition**  Study and make street foods from different cultures  Reflect on their own diet and snacks and how their nutritional value could be improved.  Learn about a range of different cultures. | **Mechanisms**  Investigate how pulleys and gears work  Design and make their own gears product.  Select and use a variety of modelling materials to create a final outcome | **Food and Nutrition**  Learn how to cook foods that  are often pre-made and processed  Learn and apply techniques to make dishes designed to help improve energy levels, mood and future health. | **Structures**  Test the strength  of a material (spaghetti)  Apply what they have learned to construct a tower. | **Electrical Systems**  Learn how switches can be combined with electrical components in different ways to change the functionality of a  product.  CUSP LINK –  Electricity | **Textiles**  Learn how they can reduce waste by recycling and repurposing snack packets and plastic bags into useful items. |