

Subject:

Theme:

Oakgrove School - Curriculum Matrix



Year 3

Egyptians (12 hours)
Electronics- Delivery robot

1. Explore delivery robots – what are they for?
What is their value?
2. Design own classroom delivery bot.
3. Develop skills of electronic modelling
 - writing code for a robot
 - creating a design that will meet a specification
- attaching using cutting, joining and lego
4. Make and code design
5. Evaluate robot

Mayans

Mountains

The Americas

Environment (12 hours) – Salad

1. Explore salads
2. Kitchen hygiene
3. Seasonality
4. Develop skills of cooking
 - wash salad
 - cut salad, choose an appropriate knife, use a grater
 - measuring quantities
5. Plan a salad for a restaurant menu
6. Make salad
7. Evaluate salad

Stone Age, Bronze Age, Iron Age (12 hours)
Sewing – Wall art

1. Brief and specification – make a textiles item to hang in your room at home
 - 2. Develop skills of sewing
 - using a sharp needle on calico
 - make stitches of different length
 - stitch long, short, straight and curved lines
 - 3. Plan textile wall hanging
4. Make textile wall hanging (draw on in pencil first, then stitch)
5. Evaluate textile wall hanging

Year 4

Volcanoes

Africa (12 hours) Sewing – puppets

1. Evaluate picture book characters – what makes them distinctive.
2. Brief and specification. Puppet for a book for Year 1.
3. Develop skills of sewing:
 - joining two layers of fabric
 - adding detail to one side before joining
 - cutting felt pieces to size
4. Design puppet
5. Make puppet
6. Evaluate puppet

Oceans

Romans (10 hours) – Egg Breakfast

1. Look at breakfasts from different countries.
2. Brief and specification
3. Develop skills of-cooking eggs:
 - boiling
 - poaching
 - frying
 - scrambling
4. Design egg breakfast for menu
5. Cook egg breakfast
6. Evaluate egg breakfast

Local Study

Bridges (12 hours)

1. Look at bridge designs and evaluate
2. Brief and specification
3. Develop skills of construction
 - a roll of paper is stronger than a sheet or pile of sheets
 - triangles are a sturdy shape and give more structure than more legs in a bridge
 - lashed crossover joins are more sturdy than joining two ends
 - how a hinge and pulley works
3. Design a bridge that opens
4. Make bridge
5. Evaluate bridge

Year 5

Homes and Settlement

Space

Scandinavia

Greeks (12 hours)
Sewing – Book Bag

1. Evaluate bags
2. Brief and specification
3. Develop skills of sewing
 - joining two layers with a sewing machine
 - adding an applique patch
 - making a handle
 - closing an open edge
4. Design bag
5. Make bag
6. Evaluate bag

Rivers (12 hours)
Resistant materials- photo frames

1. Evaluate photo frames
2. Brief and specification
3. Develop skills of working with wood
 - measuring lengths in mm
 - Cutting with a saw
 - joining with glue and card triangles
4. Design photo frame
5. Make photo frame
6. Evaluate photo frame

Vikings (12 hours) – pasta and sauce

1. Evaluate pasta dishes
2. Brief and specification
3. Develop skills of cooking
 - boiling pasta
 - fry vegetables (know which vegetables fry and which cook in sauce)
 - use herbs and seasoning for flavour
4. Design pasta sauce
5. Make pasta sauce
6. Evaluate pasta sauce

Year 6

The UK

Climate Change (12 hours) – Vacuum Cleaners

1. Evaluate real life appliances which use a fan
2. Brief and specification.
4. Develop skills of building
 - making a working suction and blowing fan
 - connecting a motor to an object
 - creating a funnel to direct airflow
 - using a switch to work an appliance
5. Build vacuum cleaners
6. Evaluate vacuum cleaners

WW2

Invasion and Earthquakes (12 hours) – Pasta Bake

1. Evaluate pasta bakes
2. Brief and specification
3. Develop skills of cooking
 - uses of different types of pasta
 - using the oven
4. Design pasta bake
5. Make pasta bake
6. Evaluate pasta bake

Endurance (12 hours) – Bunting

1. Evaluate party decorations
2. Brief and specification
3. Develop skills of sewing
 - embroidery
 - applique
- Using the machine for decorative work
4. Design bunting triangle
5. Make bunting
6. Evaluate bunting