

Emmanuel Holcombe CE Primary School

Whole School Vocabulary Spine for Design Technology



D&T	Autumn	Spring	Summer
Acorn <i>Pre-school & Reception Year A</i>	<u>Split-pin character</u> paper fastener pieces cut	<u>Junk model – dragon</u> glue tape scissors	<u>Party food - celebrations</u> apron spread slice
Acorn <i>Pre-school & Reception Year B</i>	<u>Leaf Man</u> twig leaf shape	<u>Fruit kebabs</u> cut peel chop	<u>Junk modelling – animal</u> idea masking tape decorate
Willow <i>Year A</i>	<u>Rocky Road</u> food safety ingredients recipe weigh scales crumble	<u>Smoothie</u> balanced diet chilling bridge hold blend/er chopping board flavour	<u>Fabric Faces</u> template mark out running stitch join staple fasten
Willow <i>Year B</i>	<u>Playgrounds</u> prototype strong base structure strengthen lever upright	<u>Toy car</u> push/pull release axle chassis bolt washer	<u>Tudor House</u> attach overhang diagonal stable measure glue-gun
Beech <i>Year A</i>	<u>Stone Age necklaces</u> salt dough malleable mould carve texture thread cord	<u>Winter Stew</u> hygiene harvest food preparation utensils seasonality seasoning consistency	<u>Greek flatbread and salad</u> safe storage savoury food origin knead dough refrigerate food preparation
Beech <i>Year B</i>	<u>Roman catapult</u> hacksaw base pieces supports firing arm mechanism assemble joint	<u>Fairground Ride</u> rotate motor Ferris wheel merry-go-round cogs sturdy supports	<u>Pop-up book</u> box pop-up v-folds tabs slots slider lever linkage
Oak <i>Year A</i>	<u>Truss bridges</u> arch bridge beam bridge bench hook vice wood file set square triangulate	<u>Tudor banquet</u> cross-contamination varied diet nutrition labels packaging preserved spices taste and texture	<u>War biscuits</u> rationing binding comparison nutrients vitamins appearance texture
Oak <i>Year B</i>	<u>Bird house</u> functional aesthetics butt joint adhesive framework accuracy(measurements) finishing	<u>Controllable vehicles</u> series circuit pulley reversing switch body shell component conductor insulator	<u>Sensory Room</u> end product design brief quality functionality rigidity innovate evaluate

