



(Design Technology) Overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Junk Modelling (And Autumn Hibernation Boxes)	Soup (Christmas Sliding Santa)	Bookmarks	(Easter hanging Eggs and Easter Flower threading)	Boats	(Design a Rainbow Salad Make a Rainbow Salad)
Y1/2 (A)	<u>Y1 Structures: Constructing a Windmill.</u> Our refreshed Y1 structures unit including a new windmill design and different user for the product		<u>Y1 Textiles: Puppets</u> Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating		<u>Y1 Cooking and Nutrition: Smoothies</u> Our refreshed Y1 cooking and nutrition unit including opportunities for children to learn food preparation skills and greater emphasis on taste testing and ingredient choices.	
Y1/2 (B)		<u>Y2 *New* Cooking and nutrition: Balanced diet</u> Our refreshed Y2 cooking and nutrition unit including opportunities for children to learn about the importance of a balanced diet and use that knowledge to create a tasty wrap.		<u>Y2 Mechanisms: Making a moving monster</u> Explore levers, linkages and pivots through existing products and experimentation, use this research to construct and assemble a moving monster. Example theme: Moving monster. Alternative theme: Easter – Mechanical animals		<u>Y2 Textiles: Pouches</u> Learn how to sew a running stitch ready to design, make and decorate a pouch using a template.
Y3/4 (A)	<u>Digital World: Wearable technology</u> An alternative to the Electronic charm unit, including a greater focus on evaluation, use of the virtual micro:bit and new video content.		<u>Cooking & Nutrition: Eating seasonally</u> Our refreshed Y3 cooking and nutrition unit including opportunities for children to learn about seasonal foods and create a seasonal food tart		<u>Structures: Constructing a castle</u> Identify and learn about the key features of a castle, before designing and making a recycled-material castle (structure)	
Y3/4 (B)	<u>Electrical Systems: Torches</u> Identify the difference between electrical and electronic products. Evaluate a range of existing torches and their features, then develop a new functional torch design.		<u>Structure: Pavilions</u> Investigate and model frame structures to improve their stability, then apply this research to design and create a stable, decorated pavilion.		<u>Textiles: cushions</u> Design and cut the template for a cushion. And then make a cushion that includes appliqué and cross-stitch.	
Y5/6 (A)	<u>Electrical systems: Doodlers</u> Our Doodlers unit explores series circuits further and introduces motors. Explore how the design cycle can be approached at a different starting point, by investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own		<u>Mechanical systems: Making a pop-up book</u>		<u>Cooking and nutrition: Developing a recipe</u> Our refreshed Y5 cooking and nutrition unit including opportunities for children to learn a simple bolognese recipe and adapt it to improve nutritional content	
Y5/6 (B)	<u>Textiles: Waistcoats</u> Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design,		<u>Structure: Playgrounds</u> Research existing playground equipment and their different forms, before designing and developing a range of		<u>Digital world: Navigating the world</u> Design and program a navigation tool to produce a multifunctional device for trekkers using CAD 3D modelling software. Pitch and explain the product to a guest panel	

	assemble and decorate a waistcoat for a chosen purpose		apparatus to meet a list of specified design criteria			
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