

Subject: Design Technology

Links to other subject areas

terms	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<u>Year 1</u>	Mechanisms (moving boat sliders and levers)	textiles (joining techniques egg tea cosy)	structures (freestanding bed)	food (preparing and cooking African dish)		structures (den making)
<u>Other subject links</u>	Science – materials wood, paper, plastic, glass, metal for boat.	Art – use of materials and textures – wool.	Science – materials, physical properties of everyday materials.	Science – humans ready for year 2 humans and basic need for food.		Science – materials, physical properties of everyday materials.
<u>Year 2</u>	Food (menu design)	Mechanisms (pulleys, sliders and levers moving toy)	Textiles (joining techniques treasure boxes)	Mechanisms (wheels and axles)	Food (preparing dishes focused on diet and nutrition)	structures (selecting different tools and exploring existing structures, recycling)
<u>Other subject links</u>	Science – humans and the importance of food.	Science – materials, compare the suitability of a variety of everyday materials for particular uses	Art – use range of materials and textures	Science – materials, compare the suitability of a variety of everyday materials for particular uses	Science – humans and the importance of food and nutrition balanced meals.	Science – materials, everyday materials for different purposes and how materials change
<u>Year 3</u>	Electrical systems (light house bulb turn on and off)	Mechanical systems (evaluating existing products, uses and functions)	Mechanical systems (levers and linkages shadow puppet theatre)	textiles (combining fabrics to make 2d/3d shapes trousers/clothing)		Food (healthy and varied diet, Amazon cooking)
<u>Other subject links</u>	Science – light and dark, light is reflected off surfaces, light is needed to see in the darkness	Science – forces and magnets, compare how things move on different surfaces	Science – light and dark, recognise shadows are formed when light is blocked	Art - use a range of materials and techniques in 3D work		Science – humans, knowing that humans need the right nutrition and nutrition comes

						from different foods.
<u>Year 4</u>		Structures (shell structure volcano)	Textiles (combining different fabrics to make rope)	mechanical systems (catapult using gears and pulleys)	food (Healthy and varied diet, packed lunches)	Mechanical and electrical systems (axels, wheels for a moving raft)
<u>Other subject links</u>		Science – materials, observe changes of state and compare and group materials into solids, liquids and gases	Art - combine different materials in different ways and select appropriate materials	Science - compare and group materials together	Science – humans, building on from year 3 food and nutrition	Science – electricity, construct a simple series circuit and recognise the function of a switch
<u>Year 5</u>	Electrical systems (simple buzzer game)	Structures (framed structure air raid shelter)	Food (cooking savoury dishes from around the world)	structures (shell structures London Eye or other structure)		Mechanical systems (hinges and levers, chariot vehicle)
<u>Other subject links</u>	Science – electricity building on from year 4, construct a simple series circuit and recognise the function of a switch computing – programming, detect and correct errors and programme objects	Science – materials, everyday materials and their properties.	Science – humans, food and nutrition building on from food and nutrition in year 3.	Science – materials, everyday materials and their properties such as hardness. Geography – place knowledge describe and explain human characteristics of a region in the UK Geography – locational knowledge name and locate cities of the UK		Science – forces and magnets identify different mechanisms such as levers and recognise that some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect History – historical enquiry Identify differences between different versions of the past

<u>Year 6</u>			structures and mechanical systems (3d houses with pneumatic systems)	Food (celebrating cultures and seasonality cooking savoury French dishes)	Electrical systems (complex switches and circuits to control lights/torches)	Food (seasonality healthy and varied meals)
<u>Other subject links</u>			Science – forces and magnets building on from year 5 design our own mechanism to achieve a given purpose	Science – humans, impact of diet and nutrition on the body.	Science light and dark Objects can be seen because they give out or reflect light. Science – electricity, associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit	Science – humans, impact of diet and nutrition on the body.