

DESIGN AND TECHNOLOGY 2024-2025

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		<p>Mechanisms and control. Arctic Adventure. Investigating and making moving pictures, making a simple lever mechanism, writing a specification.</p>		<p>Cutting and Joining Street Detectives. Design and build a Tudor Village. Make simple drawings and label parts. Select tools and equipment. Measure and cut with accuracy. Assemble, join and combine. Evaluate.</p>		<p>Making a Fruit Salad African Countries Cookery and Nutrition Learning about fruits: smell and taste; learning to use tools; making fruit look and taste better, writing a specification.</p>
Year 2		<p>Arctic Adventure Finger Puppets Textiles. Design a puppet, product templates, make simple drawings, select and use tools, joining edges, use basic sewing techniques. Evaluate.</p>		<p>Technical Knowledge Mechanisms and Control Create an Easter pop-up card.</p>		<p>Why do vehicles have Wheels? (Emelia Earhart - Famous Friends – Plane with Wheels). Mechanisms. Identify parts of vehicles. Children design and draw their own vehicle. Use tools safely. Evaluate again design. Wheels, chassis, doweling, axel, etc.</p>
Year 3		<p>Free-Standing Structures – Photo Frames. Understanding in which way structures can be made stable. Understand how to stiffen materials.</p>		<p>What Music Would you like to Make? Research musical instruments, explore stretched strings and skins, rattles and sound blocks. Design, draw and label own diagrams. Technical knowledge and understanding how key individuals/historical times have helped shaped the designs we use today.</p>		<p>Cookery and Nutrition - Healthy Sandwich Taste and evaluate breads, spreads and fillings. Design a sandwich. Use knives safely for spreading and cutting. Learn about food-hygiene.</p>

DESIGN AND TECHNOLOGY 2024-2025

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 4		<p>Mechanisms – Linkages. Pictures with moving parts. Understand how a range of mechanisms work. Assemble a range of mechanisms – building on Year 1 knowledge. To include pop-ups, spinners, sliders, levers and tabs.</p>		<p>Textiles – Book Mark Learn different sewing techniques. Design and make own embroidered book mark.</p>		<p>Understanding and using Electrical Systems Design and make games using electrical circuits and components. Switches, buzzers, bulbs, motors, power source,</p>
Years 5 and 6	<p>Cooking and Nutrition – Making Bread. Understand historical and cultural ideals around bread. Taste and evaluate breads from around the world. Understand the function of yeast. Identify, select and use tools and techniques safely. Understand food hygiene.</p>			<p>Technical Knowledge – CAD (Computer-Aided Design). Design and make a badge using computer-aided design.</p>		<p>Textiles – Design and make an item linked to criteria and specifications. Design, cut, match edges, consider colours, sew. Evaluate design and practicality of item.</p>