

# Design and Technology Curriculum Overview

	Autumn	Spring	Summer
Y6	Textiles: Waistcoats: Make do and Mend!	Structure: Playgrounds	Cooking and Nutrition: Come Dine with Me
Y5	Mechanical Systems: Making a Pop-up Books	Structures: Bridges	Cooking and Nutrition: Developing a Recipe
Y4	Mechanical Systems: Making a Slingshot Car	Structures: Pavilions	Cooking and Nutrition: Adapting a Recipe
Y3	Mechanical Systems: Pneumatic Toys	Structures: Constructing a Castle	Cooking and Nutrition: Eating Seasonally
Y2	Textiles: Pouches	Mechanisms: Moving Monster	Cooking and Nutrition: Balanced Diet
Y1	Structures: Constructing a Windmill Textiles: Puppets	Mechanisms: Wheels and Axels	Cooking and Nutrition: Smoothies
YR	Structures: Junk Modelling	Textiles: Bookmarks	Structures: Boats

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Y6	<p><b>Waistcoats</b></p> <p>Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble and decorate a waistcoat for a chosen purpose.</p>	<p><b>Playground</b></p> <p>Research existing playground equipment and their different forms, before designing and developing a range of apparatus to meet a list of specified design criteria.</p>	<p><b>Come Dine with me</b></p> <p>Selecting three recipes to create a three-course meal, this unit includes new lessons that explore basic tastes and complementary flavours.</p>
Y5	<p><b>Making a Pop-up Book</b></p> <p>Creating a functional pop-up book using levers, sliders, layers and spacers to create paper-based mechanisms.</p>	<p><b>Bridges</b></p> <p>Test and analyse various types of bridge to determine their strength and stability. Explore material properties and sources, before marking, sawing and assembling a wooden truss bridge.</p>	<p><b>Developing a Recipe</b></p> <p>Learning a simple Bolognese recipe and adapting it to improve nutritional content, this unit provides new lessons with teacher and pupil videos to develop the children's food preparation skills.</p>
Y4	<p><b>Making a Slingshot Car</b></p> <p>Making and designing mechanical cars that use different methods of movement or creating and developing a car with a working slingshot mechanism.</p>	<p><b>Pavilions</b></p> <p>Investigate and model frame structures to improve their stability, then apply this research to design and create a stable, decorated pavilion.</p>	<p><b>Adapting a Recipe</b></p> <p>Adapting an existing biscuit recipe while considering the cost of ingredients and other expenses against a set budget, this unit includes new lessons with teacher and pupil videos to develop the children's food preparation skills and adapt a recipe to suit a target audience.</p>
Y3	<p><b>Pneumatic Toys</b></p> <p>Exploring pneumatic systems, the children will apply their understanding to design and create a pneumatic toy using different types of diagrams.</p>	<p><b>Constructing a Castle</b></p> <p>Identify and learn about the key features of a castle, before designing and making a recycled-material castle.</p>	<p><b>Eating Seasonally</b></p> <p>Learning about seasonal foods and creating a seasonal food tart, this unit provides new lessons with teacher and pupil videos to develop the children's food preparation skills.</p>
Y2	<p><b>Pouches</b></p> <p>Learn how to sew a running stitch ready to design, make and decorate a pouch using a template.</p>	<p><b>Moving Monster</b></p> <p>Explore levers, linkages and pivots through existing products and experimentation, use this research to construct and assemble a moving monster.</p>	<p><b>Balanced Diet</b></p> <p>Learning about the importance of a balanced diet and using that knowledge to create a tasty wrap, this unit includes new lessons with both teacher and pupil videos.</p>
Y1	<p><b>Constructing a Windmill</b></p> <p>Exploring windmills, identifying their key features and constructing a windmill, this unit includes a new windmill design for a new client.</p> <p><b>Puppets</b></p> <p>Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating.</p>	<p><b>Wheels and Axels</b></p> <p>Learning about the key parts of a wheeled vehicle, the children develop an understanding of how wheels, axles and axle holders work while creating the mechanism for a pull-along toy or designing and making a moving vehicle.</p>	<p><b>Smoothies</b></p> <p>Cutting and juicing fruits and vegetables to create a smoothie that meets a design brief, this unit gives the children opportunities to develop food preparation skills with an increased focus on taste testing and ingredient choices.</p>
YR	<p><b>Junk Modelling</b></p> <p>Explore various junk modelling ideas by learning about different types of permanent and temporary joins. They are encouraged to tinker with a combination of materials and joining techniques in the junk modelling area.</p>	<p><b>Bookmarks</b></p> <p>Develop and practise threading and weaving techniques using various materials and objects. They look at the history of the bookmark from Victorian times versus modern-day styles. The pupils apply their knowledge and skills to design and sew their own bookmarks.</p>	<p><b>Boats</b></p> <p>Explore what is meant by 'waterproof', 'floating' and 'sinking', then experiment and make predictions with various materials to carry out a series of tests. They learn about the different features of boats and ships before investigating their shape and structures to build their own.</p>