

DT Coverage key and theme

<u>terms</u>	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	EYFS					
<u>Nursery</u>	• There are different techniques that can be used with materials • Materials feel different • Designs need to be thought about and planned • There are different tools I can use to be creative • Materials can be used to join things Explore different media and materials • Use materials in different ways • Join materials • Represent my ideas in 2D and 3D					
<u>Reception</u>	• Which techniques are best to use with different materials • Designs can be evaluated, altered and improved • What different tools can be used for • Which materials are best for joining different things • Explore and combine different media and materials • Choose the most suitable ways of using materials • Choose the most suitable materials for joining things • Use a variety of tools safely and with increasing control • Mould, shape and cut materials • Decide which techniques I want to use in my creations • Make structures strong and stable • Evaluate, change and improve my designs					
<u>Year 1</u>	Snail and the whale Mechanisms (moving boat sliders and levers) choose appropriate resources and tools	The emperor penguin textiles (joining techniques egg tea cosy) make a simple plan before making.	Wild structures (freestanding bed) describe how something works.	Anna Hibiscus food (preparing and cooking African dish) cut food safely	Out and about	One day on our blue planet structures (den making) describe how something works.

	make a product that moves use ideas to make something using pictures and words.	use ideas to make something. choose appropriate resources	make a model stronger use my own ideas to make something	make a simple plan before making. explain to someone else how I want to make my product.		make a model structure stronger explain to someone else how I want to make my product.
<u>Year 2</u>	Lonely beast Beegu Food (menu design) describe the ingredients I am using to think of a plan and what to do next choose tools and ingredients and explain why I have chosen them.	Leon and place between Mechanisms (pulleys, sliders and levers moving toy) join materials and components in different ways. measure materials to use in a model explain what went well in my product.	How to find gold Textiles (joining techniques treasure boxes) create an idea and plan what to do next. explain why I have chosen specific textiles join materials in different ways.	Zereffa Giraffa Mechanisms (wheels and axles) choose tools and materials and explain why I have chosen them. measure materials to use in a model explain what went well with my product.	Poems to perform Food (preparing dishes focused on diet and nutrition) describe the ingredients I am using. measure ingredients to use explain what went well with my product.	10 things I can do to help my world structures (selecting different tools and exploring existing structures, recycling), think of an idea and plan what to do next. choose tools and materials and explain why I have chosen them. join materials and components in different ways.
<u>Year 3</u>	The great Kapok tree Food (healthy and varied diet, Amazon cooking) follow a step-by-step plan, choosing the right equipment and materials	Ug boy genius textiles (combining fabrics to make 2d/3d shapes trousers/clothing) design a product and make sure it looks attractive	The Tin forest Mechanical systems (levers and linkages shadow puppet theatre) prove that the design meets some set criteria	Grendel – A cautionary tale about chocolate Food (Explore the different types of chocolate that are produced and their colours and textures. Design or		Oliver and the seawigs Electrical and mechanical systems (light house bulb turn on and off) follow a step-by-step plan, choosing

	work accurately to measure and make cuts describe how food ingredients come together.	choose textiles for both its sustainability and its appearance select the most appropriate tools and techniques for the task.	follow a step-by-step plan, choosing the right materials and equipment work accurately to measure, make cuts and holes.	make a chocolate sculpture) describe how food ingredients come together prove that the design meets some set criteria design a product that looks attractive		the right equipment and materials select the most appropriate tools and techniques for the task make a product which uses electrical and mechanical components.
<u>Year 4</u>	The wild robot Mechanical systems (designing a new foot for Roz, explore hardwearing materials and investigating joining techniques to enable movement and stability) produce a plan and explain it present a product in an interesting way	Pebble in my pocket Structures (shell structure volcano) use ideas from other people when designing preserve and adapt work to alter the original idea explain how I have improved my original design.	Arthur and the golden rope Textiles (combining different fabrics to make rope) produce a plan and explain it evaluate products for their purpose and appearance measure accurately	I was a rat!	Warewolf club rules food (Healthy and varied diet, packed lunches) be both hygienic and safe when using food present a product in an interesting way evaluate and suggest improvements for a design	Boy and a bear and a boat Mechanical and electrical systems (axels, wheels for a moving raft) use other ideas when designing evaluate a product for their purpose and appearance adapt work with mechanical and electrical components when the original ideas do not work.

	evaluate and suggest improvements for the design					
<u>Year 5</u>	The secret sky Garden structures (simple kite design, a step-by-step plan and computer designed poster to buy kite) come up with a range of ideas after collecting information from different sources produce a detailed step by step plan explain how a product will appeal to a specific audience. (poster on computer) Curiosity story of the Mars Rover Electrical systems (CAD ego simple buzzer for a space craft or moving moon rover, including who designed the first moon rover/rocket and how its design lets it go to into space) make a prototype before a making a final version use a range of tools and equipment competently evaluate appearance and function against original criteria. Dark sky park	The day war came Structures (framed structure air raid shelter) come up with a range of ideas after collecting information from different sources produce a step-by-step plan suggest alternative plans, outlining the positive features and draw backs.	Varmints Food (grow herbs cress, chives, etc and devise recipes that would be nutritious. A class ‘Survivors’ Cook book could be developed from this work.) be both hygienic and safe when using food come up with a range of ideas after collecting information from different sources explain how a product will appeal to a specific audience.	The London eye mystery structures (shell structures London Eye or other structure) use a range of tools and equipment competently make a prototype before making the final version evaluate appearance and function against the original criteria.	The adventures of Odysseus Mechanical systems (hinges and levers, chariot vehicle) come up with a range of ideas after collecting information from different sources produce a detailed step-by-step plan explain how a product will appeal to a specific audience.	
<u>Year 6</u>	Suffragette – (computer research/design into a design of the	Tales from the Caribbean Food (celebrating cultures and	Treason structures and mechanical systems (3d houses with pneumatic systems -		Macbeth Electrical systems (complex switches and circuits to	Cosmic Disco Put into practice switches for the end of year

	1900 – bicycle, wheel, gas lamps) use CAD to refine plans use market research to inform plans and ideas. consider culture and society in and plans and designs.	seasonality cooking Caribbean dishes) use market research to inform my plans and ideas follow and refine plans work within a budget	including who designed the Tudor house and how its design is still around today) consider culture and society in plans and designs use CAD to refine plans justify plans in a convincing way test and evaluate made products	control lights/torches for a stage performance) to use market research to inform plans and ideas evaluate the product against a clear criterion explain how products should be stored and give reasons	performance – lights/staging/sets etc. test and evaluate products.
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