



Design Technology Termly Overview 23 24			
	Autumn 23 24	Spring 23 24	Summer 23 24
EYFS:	-Playdough manipulation	-Mechanisms- making story scenes (Y1 Mechanisms) -Food technology- following a recipe to make pancakes (Y1,2,4,6)	-Making a healthy lunchbox (including the lunchbox and choosing healthy foods) (KS1/2 Food tech and structures) -Structures- making a bridge for gingerbread man to cross the river (Y5 structure Bridges) -Food tech- making and decorating gingerbread people (Y1,2,4,6) -Food tech- making fruit kebabs (Y1 Food- fruit and vegetables)
Year 1	<p>Mechanisms: Making a moving story book</p> <p>Explore slider mechanisms and the movement they output, to design, make and evaluate a moving storybook from a range of templates.</p> <p>CST: The dignity of work and participation</p>	<p>Food: Fruit and vegetables</p> <p>Learn to distinguish between fruit and vegetables and where they grow. Design a fruit and vegetable smoothie and accompanying packaging.</p> <p>CST: Creation and environment</p>	<p>Textiles: Puppets</p> <p>Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating.</p> <p>Example theme: Storybook character.</p> <p>CST: The dignity of work and participation</p>



Year 2	<p>Food: A balanced diet</p> <p>Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to understand a balanced diet to develop a healthy wrap.</p>	<p>Structures: Baby Bear’s chair</p> <p>Explore stability and methods to strengthen structures, to understand Baby Bear’s chair weaknesses and develop an improved solution for him to use.</p> <p>CST: Democracy</p>	<p>Mechanisms: Fairground wheel</p> <p>Design and create a functional Ferris wheel, learn how different components fit together so that the wheel rotates and the structure stands freely.</p> <p>CST: The dignity of work and participation</p>
Year 3	<p>Electrical systems: Electric posters.</p> <p>Our new electric poster unit introduces children to various forms of ‘Information design’ before they are briefed to develop an electric museum display based on The Romans.</p>	<p>Textiles: Cushions</p> <p>Learn and apply two new sewing techniques – cross-stitch and appliqué. Utilise these new skills to design and make a cushion.</p> <p>CST: The dignity of work and participation</p>	<p>Structures: Constructing a castle</p> <p>Identify and learn about the key features of a castle, before designing and making a recycled-material castle (structure).</p> <p>CST: Creation and Environment</p>
Year 4	<p>Electronical systems: Torches</p> <p>Learn about electrical items and how they work. Analyse and evaluate electrical products. Design a product to fit a set of specific user needs. Make and evaluate a torch.</p> <p>CST: The dignity of work and participation</p>	<p>Cooking and nutrition: Adapting a recipe</p> <p>Follow a baking recipe, make and test a prototype, design a biscuit and make a biscuit that meets a design brief.</p> <p>CST: Creation and Environment</p>	<p>Digital world: Mindful moments timer</p> <p>Explore what is meant by mindfulness and write design criteria to fulfil a brief to develop a programmed product for timing a mindful moment.</p> <p>CST: Peace</p>



Year 5	<p>Mechanical systems: Pop-up book</p> <p>Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms.</p> <p>CST: The dignity of work and participation</p>	<p>Textiles: Stuffed toys</p> <p>Design a stuffed toy and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch.</p> <p>Example theme: Animals. Alternative theme: Easter Jesus</p> <p>CST: The dignity of work and participation</p>	<p>Structure: Bridges</p> <p>Explore how to reinforce a beam (structure) to improve its strength. Build a spaghetti truss bridge. Build a wooden truss bridge. Complete, reinforce and evaluate my truss bridge.</p> <p>CST: The dignity of work and participation</p>
Year 6	<p>Structure: Playgrounds</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>CST: The dignity of work and participation</p>	<p>Food: Come dine with me</p> <p>Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes. Explore each key ingredient's farm to fork process.</p> <p>Link to African traditional food?</p> <p>CST: Solidarity and Dignity</p>	<p>Electrical systems: Steady hand game</p> <p>Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard.</p> <p>CST: Solidarity</p>