

## Design & Technology Whole School Curriculum Overview

Key Area	Year 1&2	Year 3&4	Year 5&6
Cooking and Nutrition	<ul style="list-style-type: none"> <li>Fruits &amp; Vegetables</li> </ul>	<ul style="list-style-type: none"> <li>Adapting a recipe</li> </ul>	<ul style="list-style-type: none"> <li>Come dine with me</li> </ul>
Mechanisms	<ul style="list-style-type: none"> <li>Moving storybook: sliders</li> <li>Wheels and Axles</li> </ul>	<ul style="list-style-type: none"> <li>Pneumatic Toys</li> <li>Slingshot cars</li> </ul>	<ul style="list-style-type: none"> <li>Automated toys</li> </ul>
Structures	<ul style="list-style-type: none"> <li>Windmills</li> </ul>	<ul style="list-style-type: none"> <li>Pavilions</li> </ul>	<ul style="list-style-type: none"> <li>Bridges</li> <li>Playgrounds</li> </ul>
Textiles	<ul style="list-style-type: none"> <li>Puppets</li> <li>Pouches</li> </ul>	<ul style="list-style-type: none"> <li>Cushions</li> </ul>	<ul style="list-style-type: none"> <li>Waistcoats</li> </ul>
Electrical Systems		<ul style="list-style-type: none"> <li>Torches</li> </ul>	<ul style="list-style-type: none"> <li>Steady hand games</li> </ul>

### Principles / Rationale of Design & Technology Long Term Planning

- Content organised into 5 key areas
- Adapted from a national scheme written by expert in primary D&T.
- Written for individual year groups to support progression hence 'blocking of units in same area to ensure progression when delivered in mixed age classes
- Whole school connect by the same key area which allows for jointed themes celebration and modelling across classes

Cycle A – 2020/2021 Cycle B – 2019/2020						
	Annual Cycle A	Annual Cycle B	Annual Cycle A	Annual Cycle B	Annual Cycle A	Annual Cycle B
	Years 1&2	Years 1&2	Years 3&4	Years 3&4	Years 5&6	Years 5&6
	Key Stage One		Key Stage Two			
	<p><b>Design</b></p> <ul style="list-style-type: none"><li>• design purposeful, functional, appealing products for themselves and other users based on design criteria</li><li>• generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</li></ul> <p><b>Make</b></p> <ul style="list-style-type: none"><li>• select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</li><li>• select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</li></ul> <p><b>Evaluate</b></p> <ul style="list-style-type: none"><li>• explore and evaluate a range of existing products</li><li>• evaluate their ideas and products against design criteria</li><li>• Technical knowledge</li><li>• build structures, exploring how they can be made stronger, stiffer and more stable</li><li>• explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</li></ul> <p><b>Cooking &amp; Nutrition</b></p> <ul style="list-style-type: none"><li>• use the basic principles of a healthy and varied diet to prepare dishes</li><li>• understand where food comes from.</li></ul>		<p><b>Design</b></p> <ul style="list-style-type: none"><li>• <input type="checkbox"/> use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li><li>• <input type="checkbox"/> generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</li></ul> <p><b>Make</b></p> <ul style="list-style-type: none"><li>• <input type="checkbox"/> select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</li><li>• <input type="checkbox"/> select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</li></ul> <p><b>Evaluate</b></p> <ul style="list-style-type: none"><li>• <input type="checkbox"/> investigate and analyse a range of existing products</li><li>• <input type="checkbox"/> evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</li><li>• <input type="checkbox"/> understand how key events and individuals in design and technology have helped shape the world</li></ul> <p><b>Technical knowledge</b></p> <ul style="list-style-type: none"><li>• <input type="checkbox"/> apply their understanding of how to strengthen, stiffen and reinforce more complex structures</li><li>• <input type="checkbox"/> understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]</li><li>• <input type="checkbox"/> understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</li><li>• apply their understanding of computing to program, monitor and control their products</li></ul> <p><b>Cooking &amp; Nutrition</b></p> <ul style="list-style-type: none"><li>• understand and apply the principles of a healthy and varied diet</li><li>• prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</li><li>• understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</li></ul>			
	Annual Cycle A	Annual Cycle B	Annual Cycle A	Annual Cycle B	Annual Cycle A	Annual Cycle B
Autumn						
	Textiles Puppets	Textiles Pouches	Textiles Cushions	Mechanisms Pneumatic Toys	Electrical Systems Steady Hand Game	Textiles Waistcoats
Spring	Mechanisms Moving Story Book Sliders	Structures Constructing a Windmill	Mechanisms Slingshot Car	Structures Pavilions	Mechanisms Automated Toys	Structures Bridges
Summer	Cooking and Nutrition Fruit and Vegetables	Mechanisms Wheels and Axles	Electrical Systems Torches	Cooking and Nutrition Adapting a recipe	Structures Playgrounds	Cooking and Nutrition Come dine with me