

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"> Fruits & Vegetables 	<ul style="list-style-type: none"> Adapting a recipe 	<ul style="list-style-type: none"> Come dine with me
Mechanisms	<ul style="list-style-type: none"> Moving storybook: sliders Wheels and Axles 	<ul style="list-style-type: none"> Pneumatic Toys Slingshot cars 	<ul style="list-style-type: none"> Automated toys
Structures	<ul style="list-style-type: none"> Windmills 	<ul style="list-style-type: none"> Pavilions 	<ul style="list-style-type: none"> Bridges Playgrounds
Textiles	<ul style="list-style-type: none"> Puppets Pouches 	<ul style="list-style-type: none"> Cushions 	<ul style="list-style-type: none"> Waistcoats
Electrical Systems		<ul style="list-style-type: none"> Torches 	<ul style="list-style-type: none"> Steady hand games

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>Design</p> <ul style="list-style-type: none"> design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology <p>Make</p> <ul style="list-style-type: none"> select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics <p>Evaluate</p> <ul style="list-style-type: none"> explore and evaluate a range of existing products evaluate their ideas and products against design criteria Technical knowledge build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. <p>Cooking & Nutrition</p> <ul style="list-style-type: none"> use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from. 		<p>Design</p> <ul style="list-style-type: none"> 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 generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design <p>Make</p> <ul style="list-style-type: none"> select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately 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 <p>Evaluate</p> <ul style="list-style-type: none"> investigate and analyse a range of existing products evaluate their ideas and products against their own design criteria and consider the views of others to improve their work understand how key events and individuals in design and technology have helped shape the world <p>Technical knowledge</p> <ul style="list-style-type: none"> apply their understanding of how to strengthen, stiffen and reinforce more complex structures understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] apply their understanding of computing to program, monitor and control their products <p>Cooking & Nutrition</p> <ul style="list-style-type: none"> understand and apply the principles of a healthy and varied diet prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. 			
	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