



Design and Technology Overview

Design and Technology is taught in the second half of each term in KS1 and KS2.

Early Years provides the foundational knowledge and skills for D&T through continuous provision in the EYFS areas of learning in 'Expressive Art & Design', 'Understanding the World' and 'Physical Development'.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Ourselves	Celebrations	The World Around Us	Exploring Our Senses	Look! What's Outside?	Changes
Reception	All About Me!	Time Travellers	My World	We are Stewards	Around the World	The Animal Kingdom

	Autumn 2	Spring 2	Summer 2
Year one	<u>Textiles</u> Design and make a felt Christmas stocking.	Mechanisms & Structures Sliders and Levers – moving Easter pictures.	Food Seasonal Food - Preparing fruit and veg
Year two	<u>Textiles</u> Templates and joining techniques – 'Delightful Decorations'.	Mechanisms & Structures Wheels and Axles – design a ferris wheel or ride for an Easter fairground.	Food Preparing fruit and vegetables – 'Balanced diets'
Year three	<u>Textiles</u> Design and create a Christmas party hat.	Mechanical systems Design an Easter pop up card using a range of levers, linkages or pulleys.	Food Rainbow Foods – eating seasonally.
Year four	<u>Textiles</u> Design and sew your own phone/glasses case.	Mechanisms (Electrical systems) Simple circuits and switches - light up Easter lamp.	Food Healthy eating project-design a Mediterranean salad
Year five	<u>Textiles</u> Christmas decoration project.	Mechanisms Design a moving Easter puppet (pneumatics)	Food Seasonal foods - 'Sensational Seasonal Salads'
Year six	<u>Textiles</u> Explore textiles – create own stuffed toy/puppet.	Mechanisms & Structures Easter parade F1 car - including computer aided design.	Food Celebrating culture and seasonality. Great British Dishes.