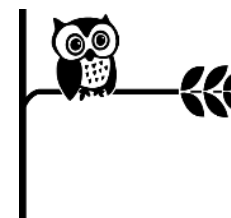


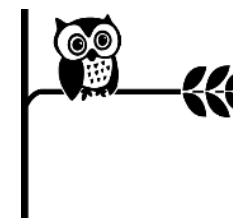
## Design and Technology - Yearly Overview



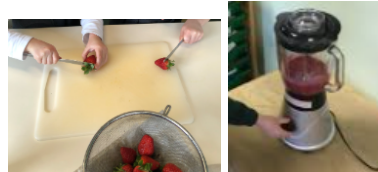
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Nursery</b>	DT: Food: Halloween cupcake icing decorating  Textiles: Harvest collaging  Junk modelling (CP)	DT: Structure: Make colour monster  Food: Make mixed coloured icing biscuits	DT: Food: Tractor pancakes with banana wheels  Textiles: Collaging transport/vehicles  Mechanisms: Vehicle with split pin wheels that turn  Structure: dragon masks  Junk Modelling (CP)	DT: Food: Teddy bear toast  Mechanisms: split pin teddy bear  Textiles: collaging bears	DT: 3D form: junk modelling tractors  playdough animals  Structure: butterfly spiral	DT: Structure: Under the sea  Food: Mojitos

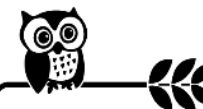





<b>Reception</b>	<b>DT:</b> Food: Halloween cake  <b>Mechanisms:</b> Split pin witches  <b>Structure:</b> Diva lanterns	<b>DT:</b> <b>Structure:</b> Rocket  <b>Textiles:</b> Firework wands  <b>Food:</b> Decorate biscuits  Creative and junk modelling area	<b>Structure:</b> <b>Textiles:</b> Collaging hearts  <b>Structure:</b> Luna dragon puppet  <b>Food:</b> Chinese food  <b>Structure:</b> Snowflakes  <b>Food:</b> pancakes	<b>DT:</b>  <b>Mechanisms:</b> create a moving picture with a lever  <b>Textiles:</b> collaging ducks  <b>Food:</b> Easter nests	<b>DT:</b>  <b>Textiles:</b> 3 little pigs houses  <b>3D form:</b> salt dough gingerbread men	<b>DT:</b>  <b>Food:</b> fruit kebabs  <b>Structure:</b> build a fish tank
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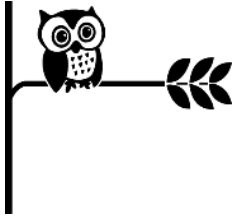
	<b>Autumn</b>	<b>Spring</b>	<b>Summer</b>
<b>Nursery</b>	Harvest collaging, textile transport/vehicles, collaging bears, collaging farm animals	Make colour monster, vehicle with split pin wheels that turn, dragon masks, split pin teddy bear, playdough animals, butterfly spiral, build a ramp for a toy car	Mixed coloured icing biscuits, Halloween cake, teddy bear toasts, mojitos
<b>Reception</b>	Firework wands, collaging ducks, 3 little pigs houses	Split pin witches, Diva lanterns, rocket, Luna dragon puppet, snowflakes, create a moving	Halloween cake, Decorate biscuits, chinese food, pancakes, Easter nests, fruit kebabs





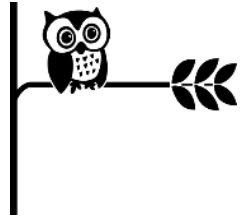
		picture with a lever, salt dough gingerbread men, build a fish tank	
<b>Year 1</b>	TEXTILES  Puppets  To join fabrics together using different methods  	STRUCTURES  Constructing a windmill  To make a stable structure  	COOKING + NUTRITION  Smoothies  Prepare fruits and vegetables to make a smoothie and be able to describe a range of fruits and veg.  
<b>Year 2</b>	TEXTILES  Pouches  Sew a running stitch with regular-sized stitches and understand that both ends must be knotted. Prepare and cut fabric to make a pouch from a template.	MECHANISMS  Fairground wheel  Describe how axles help wheels move a vehicle and design and label a working fairground wheel. Evaluate different designs. Describe the properties of different materials and select appropriate materials for the wheel.	COOKING + NUTRITION  Construct a wrap: balanced diet  Name the main food groups and identify foods that belong to each group. Describe the taste, feel and smell of a given food. Think of three different wrap ideas, considering flavour combinations. Construct a wrap that meets the design brief and their plan.


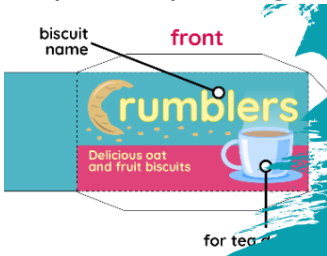


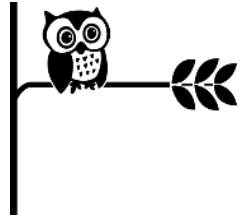
	<p>Use a running stitch to join the two pieces of fabric together. Decorate their pouch using the materials provided.</p> 	<p>Build a stable structure, test elements of the design and adapt the design as necessary. Make the wheel rotate, evaluate a wheel mechanism and adapt it as necessary. Recall that a survey is used to find out what people like, tally results and use the results to inform the design. Add pods for the correct number of people and ensure that the pods stay upright when rotating around a fixed point. Explain the decisions for the pod design.</p> 	
<b>Year 3</b>	<p><b>TEXTILES</b></p> <p>Cushions: Cross stitch and applique</p> <p>Use a cross-stitch to join two pieces of fabric together.</p>	<p><b>MECHANISMS</b></p> <p>Pneumatic Toys</p> <p>Define a mechanism as a system of parts working together to create movement and a</p>	<p><b>COOKING + NUTRITION</b></p> <p>Designing a tart: Eating seasonally</p> <p>Explain that fruits and vegetables grow in different countries based on their climates.</p>





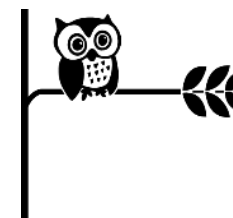
	<p>Design and cut the template for a cushion. Use cross-stitch and appliqué to decorate a cushion face. Make a cushion that includes appliqué and cross-stitch.</p> 	<p>pneumatic system can be used as part of this. Describe how a pneumatic system forces air over a distance to create movement and identify pneumatic systems in a range of everyday objects. Describe different types of drawings used in design to explain ideas clearly and explain why one may be more useful for a particular situation. Develop design criteria from a design brief. Begin to draw different types of diagrams to generate suitable ideas. Recall different types of pneumatic systems used to design a toy and create one for a specific movement. Build secure housing for a pneumatic system, consider sustainable resources and work with materials to create different effects by cutting, creasing, folding, etc. Evaluate how well the design, materials and equipment help to achieve the design brief.</p>	<p>Understand that seasonal fruits and vegetables grow in a given season. Understand that eating seasonal fruit and vegetables positively affects the environment. Design a tart recipe using seasonal ingredients.</p> 
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<b>Year 4</b>	<p><b>TEXTILES</b></p> <p>Book sleeve: Fastening</p> <p>Identify the features, benefits and disadvantages of a range of fastening types.</p> <p>Write design criteria and design a sleeve that satisfies the criteria.</p> <p>Make a template for their book sleeve.</p> <p>Assemble their case using any stitch they are comfortable with.</p>	<p><b>COOKING + NUTRITION</b></p> <p>Biscuits: Adapting a recipe</p> <p>Describe features of biscuits using taste, texture and appearance.</p> <p>Follow a recipe with support.</p> <p>Use a budget to plan a recipe.</p> <p>Adapt a recipe using additional ingredients.</p> 	<p><b>ELECTRICAL SYSTEMS</b></p> <p>Torches</p> <p>Identify electrical products and explain why they are useful.</p> <p>Help to make a working switch.</p> <p>Identify the features of a torch and how it works.</p> <p>Describe what makes a torch successful.</p> <p>Create suitable designs that fit the success criteria and their own design criteria.</p> <p>Create a functioning torch with a switch according to their design criteria.</p>

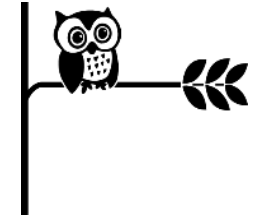


			
<b>Year 5</b>	<p><b>TEXTILES</b></p> <p>Stuffed toys</p> <p>Design a stuffed toy, considering the main component shapes of their toy.</p> <p>Create an appropriate template for their stuffed toy.</p> <p>Join two pieces of fabric using a blanket stitch.</p> <p>Neatly cut out their fabric.</p> <p>Use appliqué or decorative stitching to decorate the front of their stuffed toy.</p> <p>Use blanket stitch to assemble their stuffed toy, repairing when needed.</p>	<p><b>COOKING + NUTRITION</b></p> <p>Bolognese Sauce: Developing a recipe</p> <p>Describe the process of beef production.</p> <p>Research a traditional recipe and make changes to it.</p> <p>Add nutritional value to a recipe by selecting ingredients.</p> <p>Prepare and cook a version of bolognese sauce.</p>	<p><b>STRUCTURES</b></p> <p>Bridges</p> <p>Identify stronger and weaker shapes.</p> <p>Recognise that supporting shapes can help increase the strength of a bridge, allowing it to hold more weight.</p> <p>Identify beam, arch and truss bridges and describe their differences.</p> <p>Use triangles to create simple truss bridges that support a load (weight).</p> <p>Cut beams to the correct size, using a cutting mat.</p> <p>Smooth down any rough cut edges with sandpaper.</p> <p>Follow each stage of the truss bridge creation as instructed by their teacher.</p>



	<p>Identify what worked well and areas for improvement.</p> 		<p>Complete a bridge, with varying ranges of accuracy and finish, supported by the teacher. Identify some areas for improvement, reinforcing their bridges as necessary.</p> 
<b>Year 6</b>	<p><b>TEXTILES</b></p> <p>Waistcoats</p> <p>Consider a range of factors in their design criteria and use this to create a waistcoat design.</p> <p>Use a template to mark and cut out a design.</p> <p>Use a running stitch to join fabric to make a functional waistcoat.</p>	<p><b>STRUCTURES</b></p> <p>Playgrounds</p> <p>Create five apparatus designs, applying the design criteria to their work.</p> <p>Make suitable changes to their work after peer evaluation.</p> <p>Make roughly three different structures from their plans using the materials available.</p> <p>Complete their structures, improving the quality of their rough versions and applying some cladding to a few areas.</p>	<p><b>COOKING + NUTRITION</b></p> <p>Come dine with me...</p> <p>Find a suitable recipe for their course.</p> <p>Record the relevant ingredients and equipment needed.</p> <p>Follow a recipe, including using the correct quantities of each ingredient.</p> <p>Write a recipe, explaining the process taken.</p>





Attach a secure fastening, as well as decorative objects. Evaluate their final product.



Secure their apparatus to a base. Make a range of landscape features using a variety of materials which will enhance their apparatus.



Explain where certain key foods come from before they appear on the supermarket shelf.