



## Curriculum Overview – 2019-20

### Subject – Design and Technology



	<u>Autumn</u>	<u>Spring</u>	<u>Summer</u>
<b>Bears</b>	<b>Foundation Stage – Junk modelling</b> – Family – make a face <b>Construction</b> – Use blocks/bricks to make representation of a body <b>Christmas</b> – Make a pop out card	<b>Foundation Stage - Junk Modelling</b> - experiment with different ways of combining and attaching/talk about shapes and colours of models. <b>Construction</b> – Children experiment with different construction materials – with support sketch or talk about what they plan to build.	<b>Foundation Stage - Junk Modelling</b> – build different landmarks from around the world – images as prompts. <b>Construction</b> – Children create representations of different sculptures from around the world – images as prompts – challenge to build Eiffel Tower using resources of own choice.
<b>Lions</b>	<b>Year 1 - Structures</b> Freestanding structures (Homes for animals in Winter)	<b>Year 1 - Mechanisms</b> Sliders and levers (2D – Moving Pictures) – (Easter cards)	<b>Year 1 - Food</b> Preparing fruit and vegetables (Fruit Salad) <b>Understanding Food Groups</b> <b>Clay</b> Making African clay pots
<b>Kangaroos</b>	See Lions	See Lions	See Lions
<b>Tigers</b>	<b>Year 2 - Mechanisms</b> Wheels and axles (3D – Vehicles – Design a snow plough)	<b>Year 2 - Textiles</b> Templates and joining techniques (Stitches/Puppets)	<b>Year 2 - Food</b> Preparing fruit and vegetables* (Smoothies/Salads)

<b>Turtles</b>	<b>Year 3 - Structures</b> Shell structures (including computer-aided design) (Photo frames – presents)	<b>Year 3 - Mechanical Systems</b> Levers and linkages (Story books/greeting cards – Easter story)	<b>Year 3 - Food</b> Healthy and varied diet* (Eat well Plate/Pasta bake)
<b>Dolphins</b>	<b>Year 4 - Textiles</b> 2-D shape to 3-D product (Bags/Purses – design bags fit for purpose)	<b>Year 4 - Electrical Systems</b> Simple circuits and switches (including programming and control)	<b>Year 4 - Food</b> Healthy and varied diet* (Bread – flavours/ textures) + Fairtrade
<b>Penguins</b>	<b>Year 5 - Mechanical Systems</b> Wood work/Cams (Moving toys – Santa’s workshop)	<b>Year 5 - Textiles</b> Combining different fabric shapes (including computer-aided design) (Slippers/Clothes – look at change of seasons)	<b>Year 5 - Food</b> Celebrating culture and seasonality* (Seasonal veg - Soups and stews)
<b>Sharks</b>	<b>Year 6 - Electrical Systems</b> More complex switches and circuits (including programming, monitoring and control) (Design own Wire loop game)	<b>Year 6 - Mechanical/Structures</b> Pulleys or gears/ (Project – Fairground)	<b>Year 6 - Food</b> Where does food come from and seasonality* (School Meals/3 ways to cook potatoes) <b>Clay</b> Egyptian Pyramids