

DESIGN AND TECHNOLOGY CURRICULUM OVERVIEW

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|--------|---|--|----------|---|---|----------|
| Year 3 | | | | <p><u>Design, Make, Technical Knowledge, and Evaluate-</u> Mechanisms for pop-up books linked to local history WW2 shelters.</p> <p><u>Make, Evaluate and Cooking and Nutrition</u> Food technology: to create a recipe inspired by rationed food items from the war.</p> | | |
| Year 4 | <p><u>Design and Evaluate</u> CAD: TinkerCAD to design environmentally friendly bins that encourage children to throw their litter in the bin.</p> | <p><u>Design, Make, Technical Knowledge and Evaluate</u> Sewing/Textiles skills to create and sell products, with proceeds being donated to a chosen charity project.</p> | | | <p><u>Design, Make, Technical Knowledge and Evaluate</u> Using knowledge of circuits (science link) to create buzz wire games.</p> | |
| Year 5 | | | | <p><u>Design, Make, Technical Knowledge and Evaluate</u> Mechanisms: In the context of farming, the children will be exploring the layout of a farm, drawing scaled designs using a specification and designing and making a product using mechanisms.</p> | <p><u>Design, Make, Cooking and Nutrition and Evaluate</u> Food technology: skills to create a healthy soup recipe using items that can be found at a foodbank.</p> | |
| Year 6 | | | | | <p><u>Design, Make, Technical Knowledge and Evaluate</u> Sawing and Joining (buggies), Sewing (mascots), Coding and CAD: to create soap box derby buggies, which will be enrolled into the Yr6 Soap Box Derby competition.</p> | |