

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: Power Point to design environmentally friendly banner that encourages the public 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>	