

Design Technology Themes 2022/2023



Autumn Term	Spring Term	Summer Term
Year 1		
<p>Structures <u>Free Standing Structures</u> Design and make suitable structures for animal habitats (Science Link - Animals)</p>	<p>Mechanisms <u>Levers and Sliders</u> Design and make a moving story using levers and sliders.</p>	<p>Food and Nutrition <u>Healthy Eating</u> Designing healthy party food based on a food combination which work well together (History Link – Victorians)</p>
Year 2		
<p>Food and Nutrition <u>Smoothies</u> Learn about Fruit and Vegetables. Design an healthy smoothie.</p>	<p>Textiles <u>Puppets</u> Creating a glove puppet based on a theme.</p>	<p>Mechanisms <u>Wheels and Axles</u> Making vehicles using axles and wheels for a Vehicles (History Link – The Queen)</p>
Year 3		
<p>Structures <u>3D Form</u> Design and Construct a 3D Castle (History Link)</p>	<p>Food and Nutrition <u>Healthy Varied Diet</u> Children will designing, making and evaluating a bread-based product with a filling for lunch</p>	<p>Mechanisms <u>Pop - Up Book</u> Design and pop - up book using sliders, pivots and folds to produce movement. (English Link – Non Fiction)</p>
Year 4		
<p>Electrical Systems <u>Torches</u> Design and make a prototype torch with a working electrical circuit and switch. (Science Link - Electricity)</p>	<p>Structures <u>Gift Boxes</u> To create a Shell Structure using computer-aided design.</p>	<p>Food and Nutrition <u>Healthy Varied Diet</u> Adapting a recipe to make healthy choices – Spaghetti Bolognese.</p>
Year 5		
<p>Food and Nutrition <u>Adapting a Recipe</u> Designing a biscuit within a given theme - Christmas</p>	<p>Textiles <u>Monsters/Aliens</u> Designing and making a monster character using the blanket stitch.</p>	<p>Mechanisms <u>Making a Pneumatic Toy</u> Designing a toy which uses a pneumatic System (History Link – Inventions)</p>
Year 6		
<p>Structures <u>Frame Structures</u> Designing a bird hide for a local wildlife area. (Geography Link – Human Features)</p>		<p>Electrical Systems <u>Monitoring and Control</u> Create a design for an electronic toy moneybox for a child.</p>

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Curriculum Intent:

To ensure all children **enjoy** their learning and attending school.
To provide opportunities for children to **embrace** learning through real life, hands on experiences.
To prepare children to **evolve** into the next stage of their schooling

At Delph Side Community Primary School we value all teaching and learning experiences to develop a cultural capital. We strive to raise levels of attainment for all pupils enabling them to achieve their personal best and to become confident and enquiring life long learners.