

Design Technology: Whole school overview



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	Topic 1	Topic 2	Topic 3	Topic 4	Topic 5
EYFS	In Early Years, children learn the foundations of Design and Technology through hands-on exploration. They practise key skills such as cutting, folding, joining, and constructing using a range of materials. Children experiment with how things fit together, test their ideas, and solve simple problems as they design and make models. Through these activities, they develop creativity, fine motor skills, and the confidence to talk about and improve their creations.				
Year 1/2 Cycle A		Mechanisms: Wheels and axles Design, make and evaluate a push/pull toy	Food: Preparation of fruit and vegetables Smoothies		Textiles: Templates and joining techniques Glove/finger puppets for seaside show
Year 1/2 Cycle B	Mechanisms: Sliders and levers A moving picture of a scene from the Fire of London	Structures: Freestanding Create a bug hotel to attract different garden mini-beasts		Mechanisms: Levers and Linkages make an articulated grabber for clearing beaches of plastic pollution	
Year 3	Textiles: 2d pattern to 3d product Design and make and Iron Age style tunic with a pocket		Structures: Shell structures Create a storage box for a museum artefact		Food: Healthy and varied diet Healthy packed lunch including cooked element e.g roasted veg or boiled egg
Year 4	Electrical systems: Simple circuits and switches Designing and making a nightlight		Mechanisms: Levers and linkages River poster with moving parts		
Year 5/6 (Cycle A)	Electrical Systems: More complex circuits and switches An alarm for a valuable museum artefact		Structures: Frame Structures Kites	Textiles: Combining different fabrics a holder for a Viking artefact e.g. Viking coins or jewellery	
Year 5/6 (Cycle B)	Food: Cooking techniques e.g. rubbing, kneading, mixing -Rationing recipes			Mechanical Systems: Pulleys or gears Space buggy	