



Design Technology Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer2
Nurser y						
Recep tion						
Year 1	Sculpture/3D work KLP: <ul style="list-style-type: none"> Join simple objects together to make structures. Select appropriate tools for joining. Use junk modelling materials. Plan, design and make models. 			Make a floating boat KLP: <ul style="list-style-type: none"> To create a boat that floats. To plan and make a boat. To evaluate a structure. To use tools effectively for cutting and joining. To develop their designs through discussions and observations. 		Food and Nutrition KLP: <ul style="list-style-type: none"> Explore the understanding that food can come from different places. Make a fruit salad. Know how to prepare simple dishes safely and hygienically, without using a heat source. Follow procedures for personal hygiene.
Year 2	Rainmakers KLP: <ul style="list-style-type: none"> what a rainmaker is (Lila story) use of suitable materials for an instrument design of an instrument transferring a design to the finished product 	Festival of light KLP: <ul style="list-style-type: none"> appropriate colour and decoration for a Diwali light how to design and make a Diwali light how to design and make a Christingle joining and using a variety of equipment to make a product against a design criteria 	Building a house KLP: <ul style="list-style-type: none"> purposeful, functional, appealing products based on design criteria generating, developing, modelling and communicating ideas through talking, drawing, templates, mock-ups and ICT different techniques for stiffening a variety of materials and explore different methods of enabling structures to remain stable 	Queen's Carriage KLP: <ul style="list-style-type: none"> selecting appropriate tools, equipment, techniques and materials from a wide range how to use and explore mechanisms eg. levers, sliders, wheels and axels in a product Choose appropriate tools, equipment, techniques and materials from a wide range 	Board Games KLP: <ul style="list-style-type: none"> how to measure, mark out, cut and shape materials using a range of tools evaluation and assessing existing products and those that he/she has made using some design criteria 	Healthy Eating KLP: <ul style="list-style-type: none"> what he/she eats at home and begin to discuss what healthy foods are where some food comes from and give examples of food that is grown how to use simple tools with help to prepare food safely. Understand the need for a variety of food in a diet that all food has to be farmed, grown or caught how to use a wider range of cookery techniques to prepare food safely
Year 3		Design and make a clay volcano. KLP: <ul style="list-style-type: none"> To use the medium of clay to make a model of a volcano. 		Design and Make a Greek pot: KLP: <ul style="list-style-type: none"> To identify the style and features of ancient Greek Pottery. 	Design and make their periscopes KLP: <ul style="list-style-type: none"> To understand what a periscope is. To design our own periscope. 	Design and make a European food dish. KLP: <ul style="list-style-type: none"> To examine, describe and categorise a variety of bread-based products.

		<ul style="list-style-type: none"> To use the medium of paint to add colour to their volcano. To understand why and how they seal the volcano ready for erupting 		<ul style="list-style-type: none"> To design and decorate a pot in the ancient Greek style. To evaluate their finished artwork and others fairly. 	<ul style="list-style-type: none"> To make our own periscopes from our designs. To use and evaluate our periscopes 	<ul style="list-style-type: none"> To design a balanced healthy pizza. To make a food product based on a design. To evaluate a food product based on a design.
Year 4		<p>Crest Activity – Bridge Blunder KLP:</p> <ul style="list-style-type: none"> Construct a bridge that will hold a given weight based on given criteria Produce a plan and explain it to others Select the most appropriate techniques (cut/shape/join/finish) and tools to make their bridge. Measure carefully so as to make sure they have not made mistakes Come up with solutions to problems as they happen. Explore how to strengthen, stiffen and reinforce their bridge Suggest some improvements and say what was good and not so good about their original design 	<p>Lighthouse or Windmill Models KLP:</p> <ul style="list-style-type: none"> Make a product that uses simple circuits to illuminate or create motion. Generate, develop and clarify ideas using discussion and labelled sketches Select the most appropriate materials, techniques (cut/shape/join/finish) and tools to make a product. Make accurate measurements. Come up with solutions to problems as they happen. Apply their understanding of how to strengthen, stiffen and reinforce their more complex structure Explain how they can improve their original design 	<p>Egyptian Tombs/Pyramids KLP:</p> <ul style="list-style-type: none"> Make a model pyramid or tomb that includes at least one hidden compartment Select the most appropriate materials, techniques (cut/shape/join/finish) and tools to make a product. Measure accurate enough to ensure that everything is precise Come up with solutions to problems as they happen. Evaluate appearance and function against the original criteria. 		
Year 5	<p>Runes and weaving KLP:</p> <ul style="list-style-type: none"> Use subjects, themes and symbols to demonstrate understanding and communicate intended meaning in artwork. Use the natural environment to recreate Anglo-Saxon building techniques. To improve mastery of art and design techniques including drawing, painting and sculpture, with a range of materials, eg. pencil, charcoal, paint, clay. Design purposeful, functional, appealing products for themselves and other users based on design criteria. Select from and use a wide range of materials and components including construction materials, textiles and ingredients according to their characteristics. 	<p>Victorian dolls houses KLP:</p> <ul style="list-style-type: none"> Use images and research to create designs from a Victorian home. Use research of architecture to create the outside of a Victorian home. NC - Select from and use a range of tools and equipment to perform practical tasks, eg cutting, shaping, joining and finishing. NC - Select from and use a wide range of materials and components including construction materials, textiles and ingredients according to their characteristics. 	<p>Moon buggy Invention Convention/Science Week KLP:</p> <ul style="list-style-type: none"> Design purposeful, functional, appealing products for themselves and other users based on design criteria. Select from and use a wide range of materials and components including construction materials, textiles and ingredients according to their characteristics. 	<p>Rainforest biome KLP:</p> <ul style="list-style-type: none"> Use images and research to create a design showing a rainforest biome. Use a range of materials tools and equipment to perform practical tasks, eg cutting, shaping, joining and finishing. Select from and use a wide range of materials and components including construction materials, textiles and ingredients according to their characteristics. 		

Year 6

Design and make a Mayan Mask.

KLP:

- Research the historical factors that link to their design.
- Consider culture and society in their designs.
- Justify and evaluate their plan.
- Adapt plans, tools and materials if required.
- Use tools and materials precisely to shape clay.

Making a healthy sandwich.

KLP:

- Use market research to inform plans.
- Work within constraints. Follow and refine their plans.
- Justify and evaluate their plan.
- Adapt plans, tools and materials if required.
- Use tools and materials precisely and safely i.e. knives to cut, spread and slice.
- Taste test and evaluate their final product.

Viking Jewellery.

KLP:

- Consider culture and society in their designs.
- Use tools and materials precisely to shape clay.
- Adapt plans, tools and materials if required.

Designing and making a Viking long boat.

KLP:

- Research the historical factors that link to their design.
- Follow and refine their plans.
- Adapt plans, tools and materials if required.
- Use tools and materials precisely and safely (household materials).

Design and make a WW2 Anderson Shelter.

KLP:

- Research the historical factors that link to their design.
- Follow and refine their plans.
- Adapt plans, tools and materials if required.
- Use tools and materials precisely and safely (household materials).
- Discuss whether it is fit for purpose.

Biome Shoebox

KLP:

- Creating miniature biomes using a range of carefully selected materials to represent a chosen biome.
- Design, plan and improve
- Review and evaluate, identifying successes and points for improvement