



Design Technology 2 Year Overview

EYFS

	Autumn	Spring	Summer	Additional learning
Yearly	Structures: Junk Modelling	Textiles: Bookmarks	Structures: Boats	Seasonal projects as and when relevant
	<i>Join, Stick, Cut, Bend, Slot, Scissors, Measure, Materials, Fix</i>	<i>Thread, Weave, Pattern, Sew, Sewing needle, Embroider, Design, Evaluate</i>	<i>Waterproof, Absorb, Prediction, Variable, Experiment, Investigation, Float, Sink, Junk</i>	

KS1

	Autumn	Spring	Summer	Additional learning
Cycle A	Structures: Constructing windmills (Yr1)	Mechanisms: Fairground wheel (Yr2)	Textiles: Puppets (Yr1)	Cooking and nutrition: balanced diet (lesson 1)
	<i>Axle, Base, Centre, Design, Evaluate, Rotate, Blades, Sails, Stable, Strong, Structure, Wind, Windmill</i>	<i>Axle, Decorate, Evaluation, Ferris wheel, Mechanism, Waterproof, Weak</i>	<i>Decorate, Design, Fabric, Glue, Model, Hand puppet, Safety pin, Staple, Stencil, Template</i>	<i>Balanced, Carbohydrates, Dairy, Diet, Oils, Proteins,</i>
Cycle B	Structures: Baby Bear's chair (Yr2)	Mechanisms: making a moving monster (Yr2)	Cooking and nutrition: Smoothies (Yr1)	Mechanisms: Making a moving story book (lesson 1)
	<i>Function, Man-made, Mould, Natural, Stable, Strong, Structure, Test, Weak</i>	<i>Evaluation, Input, Lever, Linear motion, Linkage, Mechanical, Mechanism, Pivot, Rotary motion</i>	<i>Blender, Fruit, Healthy, Ingredients, Recipe, Smoothie, Vegetable, Flavour, Cut, Juicer, Chopping Board, Taste</i>	<i>Assemble, Design, Evaluation, Mechanism, Model, Sliders, Stencil, Target, audience, Template, Test</i>



	Autumn	Spring	Summer	Additional learning
Cycle A	Structures: Constructing a castle (Yr3)	Electrical systems: Torches (Yr4)	Cooking and nutrition: Eating Seasonally (Yr3)	Cooking and nutrition: Adapting a recipe (Lesson 2) Textiles: cross stitch (Lesson 1)
	<i>2D shapes, 3D shapes, Castle, Design criteria, Evaluate, Façade, Net, Scoring, Stable, Strong, Structure, Tab, Weak</i>	<i>Battery, Bulb, Buzzer, Cell, Component, Conductor, Copper, Design criteria, Electricity, Switch, Test, Torch, Wire</i>	<i>Climate, Export, Import, Mediterranean, Mock-up, Mountain, Peel, Polar, Seasons, Temperate, Texture, Tropical, Weather</i>	
Cycle B	Mechanical systems: making a slingshot car (Yr4)	Digital world: wearable technology (Yr3)	Structures: Pavilions (Yr4)	Textiles: fastening (Lesson 1) Mechanical systems: Pneumatic toys (Lesson 1,2)
	<i>Aesthetic, Air resistance, Chassis, Design criteria, Kinetic energy, Mechanism, Net, Structure</i>	<i>Analyse, Annotate, Badge, CAD, Design criteria, Digital world, Fastening, Feedback, Layers, Loops, Micro:bit, Point of sale, Program, Technology, Test, User</i>	<i>Cladding, Design criteria, Evaluation, Frame structure, Function, Pavilion, Reinforce, Target audience, Theme</i>	



UKS2

	Autumn	Spring	Summer	Additional learning
Cycle A	Electrical Systems: Doodlers (Yr5)	Mechanical Systems: Making a pop-up book (Yr5)	Digital world: Navigating the world (Yr6)	
	<i>Circuit component, Configuration, Current, Develop, Investigate, Motorised, Product analysis, Series circuit, Stable</i>	<i>Aesthetic, Computer-aided design (CAD), Caption, Design brief, Design criteria, Linkage, Mechanism, Motion, Pivot, Slider, Structure, Template</i>	<i>3D CAD, Application (apps), Client, compass, Environmentally friendly, Feature, GPS, Manufacture, Materials, Mouldable, Product lifecycle, Product lifespan, Recyclable, Sustainable design, Unsustainable design</i>	
Cycle B	Textiles: Waistcoats (Yr6)	Structure: Playground (Yr6)	Cooking and nutrition: developing a recipe (Yr5)	
	<i>Annotate, Design criteria, Detail, Fabric, Fastening, Knot, Running-stitch, Seam, Sew, Target audience, Thread, Unique, Waistcoat</i>	<i>Adapt, Apparatus, Bench hook, Cladding, Coping saw, Design, Dowel, Evaluation, Feedback, Landscape, Mark out, Natural materials, Playground, Reinforce, Sketch, Tenon saw,</i>	<i>Abattoir, Adaptation, Balance, Beef, Brand, Cook, Cross-contamination, Develop, Equipment, Farm, Label, Nutritional value</i>	