Holme Community School – Long Term Curriculum Planning

Curriculum Overview for Design Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1&2 (Cycle A)	**Mechanisms** **Toy Story!** (Wheels and Axles)	**Mechanisms** **Bringing Stories Alive!** (Levers and sliders)	**Structures** **Wacky Windmills!** (Structure and Function)		**Food and Hygiene** **Super Smoothies!** Fruit and Vegetable Smoothie (Identifying fruits and Vegetables)	**Textiles** **Tudor Puppets** Puppets (Joining Fabrics)
Year 1&2 (Cycle B)	**Structures** **Who's been sitting in my chair?** (Structures, Stability and Function)	**Mechanisms** **A Moving Dragon** (Pivots, Levers and Linkages)	**Textiles** **Tudor Money Pouches** (Joining Fabrics and Running Stitch)		**Food and Hygiene** **Wonderful Picnic Wraps!** (A Balanced Diet – Hidden Sugars)	**Mechanisms** **Seaside Ferris Wheel** (components, Rotation and Structures)
Year 3&4 (Cycle A)	**Mechanisms** **Pneumatic Monsters** (Pneumatic Systems)	**Electrical Systems** **Electrostatic game design** (Static Energy)	**Structures** **Egyptian Pyramid** (Design and Construction)		**Textiles** **Mosaic Greek Cushions** (cross stich and Applique)	**Food and Nutrition** **Seasonally:** **Fruity Tarts!** (seasonality in the UK)
Year 3&4 (Cycle B)	**Electrical Systems** **Torches** (Electrical Systems)	**Food and Nutrition** **Adapting A Recipe** (Research, Sample, Adapt and Evaluate)	**Structures** **Perfect Pavilions** (Design, Stability, Frames and Structures)	**Mechanisms** **Slingshot Cars** (kinetic energy, components and resistance)	**Textiles** **Story Book Cover** (Fastenings)	
Year 5&6 (Cycle A)	**Textiles** **Patriotic Teddy Bears** (blanket stitch and 3D design)	**Electrical Systems** **Electric Christmas Greetings Cards** (Flat Electric Circuits and Circuit Diagrams)	**Mechanisms** **Royal Pop-Up Books!** (Mechanism structures and pop-up features)	***Computing** **Mars Rover 2** (Computer Aided3D design skills)	**Food and Hygiene** **What Could Be Healthier?** (Adapting/improving and food sources)	**Structures** **Building Bridges** (Arches, beams and trusses)
Year 5&6 (Cycle B)	**Textiles** **Waistcoats** (Templates, Cutting, Running Stitch, Applique and Decorations)	**Food and Nutrition** **Come Dine With Me: Wartime Edition** (researching the journey of their main ingredient ,from 'farm to fork')	**Structures** **Holme's Playground** (Footprints, Structural Properties, Natural Features and cladding)	***Computing** **Evolution of Computers** (Evolution of Tech Design)	**Electrical Systems:** **Steady Hand Games** (Electromagnetic Motor, Base Building and Electrical Circuits)	**Mechanisms** **Automata Toys** (Automata mechanisms and CAMS)