

DT Overview – New Curriculum

	Autumn Term		Spring Term		Summer Term	
	One	Two	One	Two	One	Two
EYFS	The children will explore different types of materials and media.	The children will find out about the properties of the materials and manipulate them.	The children will use different tools and techniques.	They will be encouraged to be imaginative with their creations.	The children will build on their experiences of the real world.	The children have access to playing with construction resources imaginatively on a daily basis.
Year 1	<u>Healthy Eating</u> To understand where food comes from. 5 Fruits/Vegetables a day. Discuss lunch box cards. Prepare healthy dishes –food hygiene. Design a fruit/veg kebab, think about patterns. Look at adverts. Make a poster advert for kebab.		<u>Moving Pictures</u> Look at images of levers and sliders in everyday life discuss mechanism and use. To design purposeful, functional & appealing products. To use a range of tools & materials e.g. hole punch, scissors, split pins. Make moving pictures using levers and sliders.		<u>Playgrounds</u> To look at our trim trails. Visit a local playground. Evaluate the equipment, how it is stable, strong and fun. Think about safety look at the flooring, padding/seating. To design a playground. Then add labels & materials required. Make models using straws, card and pipe cleaners. Build and improve structures.	
Year 2		<u>Vehicles & Mechanisms</u> To draw examples of wheeled vehicles. To draw a labelled diagram of a chassis & axle. Make a small prototype of the mechanism. Design a vehicle with a partner. To select materials & tools to make a vehicle. To understand the mechanism and build a functional model. That also has a quality finish.		<u>Joseph's Coat</u> To read the bible story. Then look at example coats. Use Paint Magic to design a coat. Use a template to draw around and cut accurately. Practice sewing stitches on small piece of felt. Pin pieces of coat together and sew neatly. Make a functional coat to fit an action man. Decorate with fabric pens, sequins and stitches. To make it aesthetically pleasing.		<u>Winding Up</u> To look at images of existing products. Discuss the mechanism. Make prototypes with a Lego set. Design a wind up based on a Nursery rhyme eg Jack & Jill draw an annotated diagram. To use a range of materials and tools to make a wind up. Make a functional and appealing product.
Year 3		<u>Picture Frames</u> To evaluate existing styles of picture frames. To design their own frame for a specific person. Draw an annotated diagram. List resources. Select tools and materials. To measure and cut accurately. To strengthen and reinforce frame to stand. A quality product with function.		<u>Moving Monsters</u> To look at images of existing products using pneumatics. To draw examples and explore using syringes & tubes. To design a monster with a pneumatic function. Make the model with a partner. Select materials and tools. Measure and cut accurately. Decorate the monster to create a functional but aesthetic model.		<u>Healthy Sandwich</u> To prepare a savory lunch. To evaluate breads and possible ingredients. Discuss seasonal products. To design a healthy sandwich. Draw a labelled diagram. Write simple step by step plan. Make their own sandwich. How to advertise their sandwich.
Year 4	<u>Storybooks</u> To make proto types of levers & mechanisms. Then work as a group to create a storyboard. To select materials and tools. To work accurately and mechanisms to function. Then make pages into a book with text. Share their books with younger children.		<u>Scones</u> Using the internet research healthy recipes/ingredients. Design a scone Instructions and diagrams. Think about food hygiene. Then make the scones. Add extra ingredients eg; cheese, raisins or leave plain.		<u>Money Containers</u> To draw annotated sketches of purse/wallet & design features. To practice different sewing stitches. Use a pattern. Pin, cut & sew accurately. Attach a button or zip. Decorate to make an aesthetic & functional purse.	

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<p>Year 5</p>		<p><u>Lighting it up</u> To understand and make electrical circuits e.g. using bulbs, buzzers & motors. Able children to look at in series and Log- tech blocks for programming. Design a product for a specific person e.g. nightlight for a child. Draw a diagram with an exploded section. Finished product to have a quality finish, function and maybe programmed e.g. switched on/off remotely.</p>		<p><u>Cam Toys</u> To understand the cam mechanisms. Look at working cams. To work in a group. To draw a cam toy design with a cross sectional diagram. Write out step by step instructions. To use a junior hacksaw to cut dowel. Measure accurately using a ruler. Evaluate finished product On its function and quality of decoration.</p>		<p><u>Musical Instruments</u> To draw annotated diagrams of their design. To make instruments using wood, thick cardboard tubes and nylon thread. To measure accurately and cut carefully using hacksaws & hand drills. Instruments should be functional and aesthetic.</p>
<p>Year 6</p>		<p><u>Victorian Christmas Cards</u> Make a plan on squared paper. Use x to mark stitches. Practice sewing cross stitch. Follow their plan to sew neatly to make the correct design. Incorporate sewing work inside a card.</p>		<p><u>Bread</u> Learn about the bread making process (possible visit to Morrison's bakery). Try tasting & researching different types of bread. Score them on a scale. Find a recipe and write out ingredients. Think about food hygiene. Make bread and evaluate on appearance and taste.</p>	<p><u>Bridges</u> Research different types of bridges. Learn about key individuals e.g. Brunel and how they shaped the world. designed. Build prototypes using Lego, cardboard & wood. Revise ways of joining and reinforcing complex structures. Draw annotated /cross sectional diagrams of their own bridge design. Measure and cut accurately. Some able children to program, monitor and control their bridges.</p>	

All D&T projects begin by looking at real life examples.
The children evaluate the products purpose, function and design.
At the end of each project the children evaluate their work and compare it to their plans.