



DESIGN AND TECHNOLOGY – WHOLE SCHOOL OVERVIEW

	AUTUMN		SPRING		SUMMER	
R	Let's Explore	Creating with materials; Being imaginative and expressive	Long Ago	Creating with materials; Being imaginative and expressive	Animal Safari	Creating with materials; Being imaginative and expressive
	Marvellous Machines		Ready Steady Grow		On the Beach	
	Build It Up		Signs of Spring		Creep, Crawl and Wiggle	
	Puppets and Pop ups					
1	Shade and Shelter	Investigating existing products; Designing and making shelters and dens; Prototypes; Safety rules; Materials	Taxi!	Mechanisms – wheels, axles and chassis	Chop, Slice and Mash	Sources of food; Food preparation techniques; Hygiene rules; Designing and making salads and sandwiches
2	Beach Hut	Structures – strengthening and joining	Cut, Stitch and Join	Everyday fabric products; Significant designer – Cath Kidston; Sewing patterns; Running stitch; Adding embellishments; Designing and making a bag tag	Remarkable Recipes	Sources of food; Kitchen tools; Reading recipes; Hygiene rules; Making a school meal
			Push and Pull	Machines and mechanisms; Sliders, levers and linkages; Designing and making greetings cards with moving parts		
3	Cook Well, Eatwell	Food groups; Eatwell guide; Methods of cooking; Cooking appliances; Hygiene rules; Making taco fillings	Making It Move	Cam mechanisms; Designing and making automaton toys; Cutting, joining, strengthening and finishing	Greenhouse	Features of greenhouses; Significant designers – Sir Joseph Paxton and Sir Nicholas Grimshaw; Strengthening techniques; Using tools and safety rules; Properties of materials; Constructing strong frameworks

4	Fresh Food, Good Food	Food preservation techniques; Exploring food packaging; Prototypes; Designing, making and packaging healthy snacks	Functional and Fancy Fabrics	Fabrics; Design features; Significant designer – William Morris; Stitching a hem; Embellishment; Designing and making patterned and embellished fabrics	Tomb Builders	Simple and compound machines
	Warp and Weft	Weaving; Exploring yarns				
5	Moving Mechanisms	Pneumatic systems; Joining and finishing; Iterative design process; Building pneumatic machine prototypes	Mixed Media	Fabric and mixed media collage; Stitching and embellishment	Allotment	Cooking and nutrition; Making planters; Making structures
			Architecture	Architecture over time; Greek architecture; Structural support, stiffness and stability; Computer-aided design; Building design	Eat the Seasons	Cooking; Nutrition
6	Make Do and Mend	Investigating clothing; Sewing – running stitch, whip stitch and blanket stitch; Repairing clothes; Making products from recycled materials	Engineer	Significant engineers and bridges; Features of bridges; Strengthening techniques; Iterative design; Building prototypes	Food for Life	Whole foods; Processed foods; Making healthy meals; Hygiene and safety

denotes Driver Project