## **D&T Topic Overview**

Design and Technology is taught in Autumn Term 2 and Summer Term 2

## Key Stage 1

Year R/1		Year 1/2		Year 2	
Autumn Term 2	Spring Term 2	Autumn Term 2	Spring Term 2	Autumn Term 2	Spring Term 2
Ready, Steady, Grow	Shade and Shelter	Chop, Slice and Mash	Taxi	Remarkable Recipes	Turrets, Tunnels and
			TAXI		Towers (Bridges)
This project teaches	This project teaches	This project teaches	This project teaches	This project teaches	Teach children about
children about food and	children about the	children about sources of	children about wheels,	children about sources of	design, structures and
farming and explores	purpose of shelters and	food and the preparatory	axles and chassis and how	food and tools used for	materials. This project
themes, including where	their materials. They	skills of peeling, tearing,	they work together to	food preparation. They	develops children's
food comes from, what	name and describe	slicing, chopping, mashing	make a vehicle move.	also discover why some	knowledge of how to
plants and animals need	shelters and design and	and grating. They use this		foods are cooked and	successfully design and
to grow and survive and	make shelter prototypes.	knowledge and techniques	Focus - Mechanisms	learn to read a simple	build model bridges and
what constitutes a healthy	Children then design and	to design and make a	(Wheels and axels – make	recipe. The children	buildings.
lifestyle.	build a play den as a	supermarket sandwich	a moving taxi)	choose and make a new	
	group and evaluate their	according to specific		school meal that fulfils	Focus – Materials and
Design, Make and	completed product.	design criteria.		specific design criteria.	Structures
Evaluate a salad.					(Develop 3 – Build a
	Focus – Materials and	Design, Make and		Design, Make and	Bridge)
	Structures	Evaluate a healthy		Evaluate a new healthy	
	(Build a waterproof shelter)	sandwich.		school meal.	

## **Lower Key Stage 2**

Year 3		Year 3/4		Year 4/5	
Autumn Term 2	Spring Term 2	Autumn Term 2	Spring Term 2	Autumn Term 2	Spring Term 2
Scrumdiddlyumtious	Make it Move	Cook Well, Eat Well	Fancy Fabrics	Fresh Food, Good Food	Mega Machine
	(				
Children explore the tasty	This project teaches	This project teaches	This project teaches	This project teaches	This project teaches
world of food, developing	children about cam	children about food	children about home	children about food	children about simple
their knowledge of food	mechanisms. They	groups and the Eatwell	fabric products and They	decay and preservation.	machines, including
groups, food origins,	experiment with different	guide. They learn about	use their learning to	They discover key	wheels, axles, inclined
healthy eating and	shaped cams before	methods of cooking and	create printed and	inventions in food	planes, pulleys and
physical changes during	designing, making and	explore these by cooking	embellished fabrics.	preservation and	levers, exploring how
cooking.	evaluating a child's	potatoes and ratatouille.		packaging, then make	they helped ancient
	automaton toy.	The children choose and	Focus – Materials	examples. The children	builders to lift and move
Design, Make and		make a taco filling	(Design and create a	prepare, package and	heavy loads.
Evaluate a pasta salad.	Focus – Mechanisms	according to specific	Greek inspired	evaluate a healthy snack.	
	(Cams – Make a child's	design criteria.	embellished fabric')		Focus – Mechanisms
	toy)			Design, Make and	(Pulleys and Levers –
		Design, Make and		<b>Evaluate</b> a healthy snack.	Create a mega machine
		<b>Evaluate</b> a taco filling.			to pull a Viking longboat
					up onto the shore)

## **Upper Key Stage 2**

Year	· <u>5/6</u>	Year 6		
Spring Term 1	Summer Term 1	Spring Term 1	Summer Term 1	
Eat the Seasons	Make Do and Mend	Food for Life	Pneumatics	
			THE DE	
This project teaches	This project teaches	This project teaches	This project teaches	
children about the	children a range of simple	children about processed	children about pneumatic	
meaning and benefits of	sewing stitches, including	food and healthy food	systems. They experiment	
seasonal eating, including	ways of recycling and	choices. They make bread	with pneumatics before	
food preparation and	repurposing old clothes	and pasta sauces and	designing, making and	
cooking techniques.	and materials.	learn about the benefits of whole foods. They plan	evaluating a pneumatic machine that performs a	
Design, Make and	Focus – Materials	and make meals as part of	useful function.	
Evaluate soup.	(Make /a pin cushion)	a healthy daily menu and	ascial falletion.	
Liaidace 30ap.	(irrance) a pin casinon)	evaluate their completed	Focus – Mechanisms	
		products.	(Shelter with a pneumatic	
		products.	door?)	
		Design, Make and	4001.7	
		<b>Evaluate</b> a healthy daily		
		menu meal.		