



# Design Technology Subject Coverage Overview YrR - Yr4



	Autumn		Spring		Summer	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
	<b>EYFS</b> Creating with materials	Build vehicles using big blocks; Build London using construction; Make a shopping bag using the best material		We will design and make our own paper aeroplanes and spinners. We will discover how to make them fly further. Make kites, Chinese lanterns, build landmarks, design a spaceship, woodwork birds, construct best paper aeroplane		Make pictures using recycled materials. Make a healthy salad using sharp knives, grater, peeler Make butterfly cakes combining ingredients to bake and change  Make jam sandwiches independently Join construction pieces to build giant's castle In woodwork build a canal barge or boat, use sticks to create a raft  Use textiles to create 3D sea creatures, fashion show costumes join with glue and simple stitches.
<b>STEAM</b>	Design a squirrel proof bird feeder.		Design and build bridges. Can they hold		Make boats from different materials to see which floats best and can carry the heaviest load.  Can we make a toy frog float on a lily pad?	

Year A		Autumn		Spring		Summer	
		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
KS1	Year 1 and Year 2		<b>Mechanical Systems</b> <b>Vehicles – explore moving parts</b>  begin to understand how to use wheels and axles  design a product for a purpose - design vehicle for 'Traction Man'	<b>Textiles – sew a soft toy</b>  measure, cut and join textiles to make a product, with some support  join textiles together (learn basic sewing stitches) to make a product, and explain how I did it  design and make a felt Beegu or friend for Beegu.		<b>Food – create a healthy snack (Healthy wrap)</b>  begin to know that fruit and vegetables are healthy  cut, peel and grate safely, with support	<b>Mechanical systems - Castles with moving parts</b>  explore moving parts – levers, pulleys, sliders  begin to use levers or slides  design a product for a user

LKS2	Year 3 and Year 4		<b>Mechanical Systems (pneumatic systems)</b>  To create a moving creature using a pneumatic system  Create a pneumatic system to create a desired motion.  Using syringes and balloons to create different types of pneumatic systems to make a functional and appealing pneumatic toy.		<b>Textiles (Create a shopping bag)</b>  Learn and practise a range of stitches on samples on binca (creating shapes/pattern designs) and other fabric  join different textiles in different ways  choose textiles considering appearance and functionality  begin to understand that a simple fabric shape can be used to make a 3D textiles project		<b>Food – History themed Feast</b>  explore Victorian meals for the upper and lower class begin to understand seasonality of foods  recreate and try a range of Victorian recipes ( <i>kedgeree / gruel</i> )  create designs from given readily available Victorian ingredients: draw and label design ideas  evaluate own and others creations and products, explain how different or similar to today's meals.

Year B		Autumn		Spring		Summer	
		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
KS1	Year 1 and Year 2	<b>Textiles and materials – Hand puppets</b>  Design and make Join, position and manipulate materials with tying, gluing, weaving and simple stitching.  Decorate using paints, dyes, crayons and other media to make designs on textiles.		<b>Models (Structure) – Be an architect AccessArt unit</b>  design and create their own architectural model (landmark modelling)  use own ideas to try and make product stronger  begin to measure and join materials			<b>Design and make a flapjack</b>  explain how to be safe / hygienic and follow own guidelines  The differences between some food groups (i.e. sweet, vegetable etc.)  describe how food is farmed, home-grown, or caught

LKS2	Year 3 and Year 4		<p><b>Mechanical systems (wheels &amp; axels)</b></p> <p>Design and make a toy car to transport a load down a ramp.</p> <p>To design a shape that reduces air resistance.</p> <p>To build a car chassis – wheels and axels</p>	<p><b>Electricity – design and make torches/lighthouses</b></p> <p>use simple circuit in product</p> <p>learn about how to program a computer to control product.</p> <p>understand and use electrical systems in their products linked to science coverage.</p>		<p><b>Structures and Food - Chocolate and product boxes</b></p> <p>begin to understand food comes from UK and wider world</p> <p>describe how healthy diet = variety/balance of food/drinks</p> <p>design and make packaging, make chocolate products</p> <p>use nets to create stronger products</p> <p>select materials carefully, considering intended use of product and appearance</p> <p>make a strong, stiff structure.</p>	
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