

# Design and Technology Coverage Overview 2019-2020



<u>Year Group</u>	<u>Autumn</u>	<u>Spring</u>	<u>Summer</u>	<u>Enrichment</u>
Year 1	<b><u>Structures: Christmas ornaments</u></b> Create a free standing structure – angels.	<b><u>Food: Fruit and vegetables</u></b> Children learn how to identify fruits and vegetables and then design and make a smoothie.	<b><u>Mechanisms: Moving story books</u></b> Children explore levers and sliders to make a moving story book.	Farm to fork visit
Year 2	<b><u>Food: A balanced diet</u></b> Explore what makes a balanced diet and taste test different food groups before designing and making a wrap.	<b><u>Mechanisms: Fire engine</u></b> Create a fire engine using wheels and axles.	<b><u>Textiles: Pouches</u></b> Children design and make their own wallet or purse, learning to use a running stitch to join two pieces of fabric together.	Fire engine visit
Year 3	<b><u>Food: Eating Seasonally</u></b> Learn about seasonality and how the climate a food is grown in can alter the way it tastes. Make a crumble using seasonal ingredients.	<b><u>Mechanisms: Pneumatic/ Hydraulic systems</u></b> Examine pneumatic and hydraulic systems. Apply their understanding of this to create their own hydraulic heads. *Computer aided design	<b><u>Textiles: Cushions</u></b> Children sew cross stitch and appliqué and then apply this to the design and creation of a cushion. *Pattern pieces Key Individuals –The Pretty Green Team	- Steph O'Donnell (pneumatic/ hydraulic systems)
Year 4	<b><u>Structures: Pavilions</u></b> Explore pavilion structures, learning about what they are used for and investigating how to create strong and stable structures. Children will create their own pavilion including cladding. *Prototypes	<b><u>Electrical Systems: Torches</u></b> Children are introduced to electricity and electrical safety before making a simple electric circuit to create a functioning torch. Children will use computing to program, monitor and control. *Cross-sectional diagrams	<b><u>Food: Biscuits</u></b> Children adapt a simple biscuit recipe, to create the tastiest biscuit. They will ensure that their creation comes within the given budget of overheads and costs of ingredients. Key Individuals – Nadiya Hussain (Great British Bake Off)	- Steph O'Donnell (torches)
Year 5	<b><u>Food: What could be healthier?</u></b> Children research and modify a traditional bolognese sauce recipe to make it healthier. They will then cook their new and improved versions. Key Individuals – Jamie Oliver (chef)	<b><u>Mechanisms: Pop-up books</u></b> Children use a range of construction techniques and mechanisms including: structures, levers, sliders, layers and spacers to create a pop-up story book for younger children. *Prototypes	<b><u>Textiles: Stuffed toys</u></b> Children learn blanket stitch and then design and make 3D stuffed toys. *Pattern pieces	- School chef - Frank Driessen (Books)
Year 6	<b><u>Electronical Systems: Alarm</u></b>	<b><u>Food: Come dine with me</u></b> Research and prepare a three course meal that will be taste tested and scored.	<b><u>Mechanisms: Automata toys</u></b>	Visit to secondary

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	<p>Children to make an alarm system for their house. They will use 'Little Bits' to program, monitor and control their product. *Cross-sectional diagrams Key Individuals - Alan Turing (pioneer of computer science)</p>		<p>Children develop their woodworking skills and explore cams to design and make mechanical window displays. *Computer aided design</p>	<p>school – food technology</p>
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