

## Subject Yearly Overview Design Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		<u>Blaze Of Glory</u> <b>Mechanisms</b> – seasons calendar	<u>Gardeners and Seedlings</u> <b>Food and Nutrition</b> Preparing and Combining Foods – making fruit kebabs		<u>The Grand Outdoors</u> <b>Structures</b> Design/make bridges	
Year 2			<u>Amazing Adventures</u> <b>Mechanisms</b> – design/make moon buggy prototype	<u>Down on the Farm</u> <b>Food and Nutrition</b> Eat Well Plate – making a healthy pasta salad	<u>Woodland Friends</u> <b>Textiles</b> – hand puppet	
Year 3		<u>Live Strong!</u> <b>Food</b> – use instruction to bake a cake.		<u>Iron Man</u> <b>Mechanisms</b> gears, pulleys and linkages – moving iron man card.		<u>How does your garden grow?</u> <b>Structures</b> Design/make miniature greenhouse structures
Year 4	<u>Crazy Currents</u> <b>Electrical</b> systems buzzers, circuits, switches, motors.  Design/make a haunted house with lights.			<u>Exploring Europe</u> <b>Textiles</b> 3D product from 2D shapes-sewing and different stitches – make 3D bird from 2D shapes.		<u>Hunted</u> <b>Food</b> - taste, texture and feel, explore seasonality of vegetables and fruit, join and combine a range of ingredients. Follow instructions/ recipes. E.g. – making ratatouille
Year 5		<u>Food, glorious Food!</u> <b>Food</b> – design/make a healthy cereal bar – links to Fairtrade.		<u>The Cogs of Creation</u> <b>Mechanical</b> Systems Cams, Pulleys and Gears – design/make a toy.	<u>A River journey</u> 3D <b>Textiles</b> – Design/make a class mural.	
Year 6			<u>It's a mystery</u> <b>Computer Aided Design (CAD)</b> Use TinkerCAD to design longboat.			<u>Lights, Camera, Action!</u> <b>Structures</b> Make a Fairground structure Bradawl, drill, dowel, square section, frames, mechanisms.