Curriculum Overview for Design and Technology

Year six

- **Food for Life –** learning about processed foods, nutritional value and product labelling
- **Engineer –** Children learn about the role of an engineer and discover some remarkable structures in history
- **Make do and Mend –** learning about the WW2 campaign Make Do and Mend and it's influence on every day life. Sewing challenge to create something new from recycled fabrics

EYFS

- **Me and my community –** Develop their own ideas and explore a variety of resources, including blocks and construction kits to create 'small worlds' and objects linked to their interests.
- **Once upon a time –** create structures using various materials
- **Sparkle and Shine –** create a Diya lamp for Diwali, follow a simple salt dough recipe

Year five

- **Moving Mechanisms –** learning about pneumatics systems. Plan, design and make a pneumatic system with a sturdy structure
- **Eat the Seasons –** exploring seasonal foods and learning why they are beneficial for producers, sellers and consumers. Make nutritious seasonal soup and evaluate.
- **Architecture –** explore architectural historical styles and technology. Build an impressive and functional model of a building.

Year one

- **Shade and Shelter –** Learn the names and functions of different shelters and observe their similarities and differences
- **Funny faces and Fabulous features –** explore methods of joining textiles, adding embellishments of using glue and simple stitches
- **Taxi! –** Learning parts of a vehicle including wheel and a chassis
- **Chop Slice Mash –** Learning about preparing food

Year two

- **Remarkable Recipes –** explores the parts of the plants we eat and the food that comes from animal sources
- **Coastline –** develops understanding of human features at the coast
- **Beach Hut –** designing and making box frames
- **Cut Stitch and Join –** explore the contemporary designer Cath Kidston

Year four

- **Fresh food good food –** learn why food deteriorates over time, including the role played by microorganisms
- **Warp and weft –** explore the significant technological advancements in weaving
- **Functional and fancy fabrics –** research he British textile designer William Morris. Create printed fabrics finished with a sewn hem, embroidery and embellishments

Year three

- **Cook well, eat well –** Learning about food groups and the eatwell guide
- **Making it Move –** explore machines including levers, linkages, sliders and wheels
- **Greenhouse –** revisit wooden structures, designing and making mini greenhouses