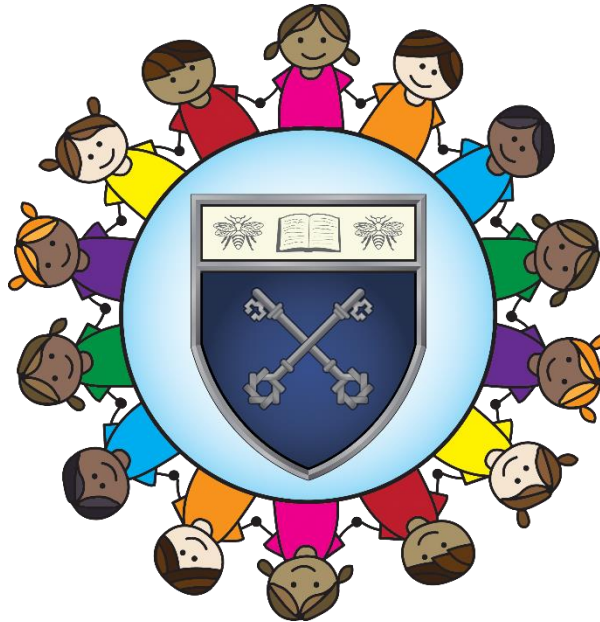


Design and Technology Curriculum



Yearly Overview



Design and Technology

Yearly Overview

Year Group	Autumn	Spring	Summer (Healthy Eating Week 9 th – 13 th June)
Year 3	Photo Frames (Structures)	Eating Seasonally (Cooking and Nutrition) Forest Schools	Moving Pictures (Mechanical systems)
Year 4	Christmas Tree decorations (Textiles) Mindful Moments Timer (CAD)	Electric Poster (Electrical Systems)	Adapting a Recipe (Cooking and Nutrition) Forest Schools
Year 5	Pop Up Book Junior STEM Robotics (Mechanical Systems) Monitoring devices (Digital World) (CAD) Forest Schools	Developing a Recipe (Cooking and Nutrition)	Stuffed Toys (Textiles)
Year 6	Steady Hand Game Junior STEM Robotics (Electrical Systems) Navigating the world (CAD) Forest Schools	Great British Meals Understanding nutrition and seasonality (Cooking and Nutrition)	Building Bridges (Structures)

Key stage 2

When designing and making, pupils should be taught to:

Design

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make

- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate

- investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- understand how key events and individuals in design and technology have helped shape the world

Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]

- understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
- apply their understanding of computing to program, monitor and control their products.

Cooking and nutrition

Pupils should be taught to:

Key stage 2

- understand and apply the principles of a healthy and varied diet
- prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
- understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.