

Design Technology Subject Skeleton Overview



“Design is not just what it looks like and feels like. Design is how it works.”

Steve Jobs

Essential Knowledge



DT Overview						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Christian Values	FORGIVENESS		PERSEVERANCE		RESPECT	
	FRIENDSHIP	TRUTHFULNESS	WISDOM	COMPASSION	JUSTICE	RESPONSIBILITY
EYFS	COOKING & NUTRITION To celebrate Harvest festival we will make bread, using various fine motor skills. As part of our Celebrations Topic, we will also bake cupcakes using measuring skills. FOREST SCHOOL We will learn to use a range of tools to perform simple tasks like cutting, peeling etc. Pumpkin Soup		MAKE Construct a boat from junk modelling that can float. Design and create a bookmark. COOKING & NUTRITION We will learn about working safely and hygienically. FOREST SCHOOL We will learn to use various equipment to help us cook outside- Pancakes, marshmallows, eggy bread. We will design and construct boats for floating.		MAKE Seasonal Project: Design and build minibeast homes.	
Y1	COOK Make dips & dippers (sweet or savoury). (4 lessons) Pupils design, make, taste and evaluate their own recipe dips and dippers (sweet or savoury) to share with their class. MAKE Pupils will make a Christmas card with a moving part for a family member.		SEW Introduction to sewing design and make a puppet. (4 lessons) Pupils will design and make a puppet, joining two pieces of fabric together and decorate it. COOKING & NUTRITION Pupils will Pizza Express and create our own pizzas, taste and evaluate our selected foods. We will evaluate how healthy they are and evaluate how they could be improved.		MAKE Constructing a Windmill. (4 lessons) Pupils will design and make a stable structure and turbine suitable for the client (a mouse).	
Y2	SEW Design and make a pouch. (4 lessons) Pupils will design, make and evaluate a pouch, they will use running stitch and decorate their pouch. It is for their own use at home (air pods, money etc).		MAKE A moving monster. (4 lessons) Pupils will use a template to create a monster head. They will add personal designs. They will add linkages to move the jaw.		MAKE Fairground wheel (4 lessons) Pupils will design and make and evaluate a structure with a moving wheel.	

‘I know that there is nothing better for people than to be happy and to do good while they live.’ Ecclesiastes 3:12

Design Technology at Holy Trinity CE Primary School

Y3	TEXTILES Design and create a cushion. Pupils design and create a cushion using fabric to be used at home learning the skill of sewing. They will make the product appealing and fit for purpose.	MODEL MAKING Construct a castle Pupils design and create a bridge with a pneumatic system learning how trapped air can be used to create a product with moving parts whilst building on their design knowledge.	COOK Healthy snacks - baking Pupils design and create a savoury dish (tart) learning which products and seasonal and local whilst building on their knowledge of a healthy diet.
Y4	TEXTILES Fastenings Pupils analyse and evaluate a range of existing fastenings, then devise a list of design criteria to design, generate templates and make a fabric book sleeve.	STRUCTURES Design, make and evaluate a pavilion. (Roman Bath, Forum, Basilica etc) Pupils design and create a free-standing functional pavilion type structure designed to take weight.	COOK Curry/stew with unleavened bread. (Greek influence- moussaka, Greek meatballs, spinach and feta pie) Pupils design and create a savoury feast learning how food is grown and processed as well as understanding the importance of a healthy diet.
Y5	MODEL MAKING Design, make and evaluate a stuffed toy for your buddy. Pupils design and create a stuffed toy for their buddy at school, developing their sewing skills (blanket stitch) as well as learning how to create a 3D product using fabric.	STRUCTURES Design, make and evaluate a playground. Pupils design and create three different apparatus structures for a playground, developing their marking, measuring and making. Create the landscape for the apparatus too.	ELECTRICAL SYSTEMS Doodlers Pupils design and create a Doodler that uses an electrical circuit & pens to draw!
Y6	TEXTILES Waistcoat! We will look at different types of textiles in connection with the Industrial Revolution. Pupils design and create a waistcoat in accordance with a specification learning the skill of sewing accurately. They will make the product appealing and fit for purpose.	ELECTRICAL SYSTEMS & PRODUCTS Steady Hand Game: Pupils will design and develop a steady hand game using a series circuit, including housing and blackboard.	COOK What could be healthier? Pupils will discover the farm to fork process. We will compare the nutritional value of existing sauces and develop a healthier recipe.