Design and Technology
Long Term Curriculum Overview

Year 1/2 (Year A)

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
MECHANICAL SYSTEMS Wheels and Axles (Make an F1 Racing Car) *Explore and use wheels, axles and axle holders.* *Distinguish between fixed and freely moving axles.*		COOKING AND NUTRITION: Fruit Salad/Fruit Kebabs (cutting) • Evaluate 1 • Design • Make • Evaluate 2		TEXTILES – GIFT (Running stitch) *Know how simple 3-D textile products are made, using a template to create two identical shapes.* *Know how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling.* *Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons.*	

Year 1/2 (Year B)

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
MECHANICAL SYSTEMS Levers and Slides (Moving Christmas Card) *Explore and use sliders and levers.* *Know that different mechanisms produce different types of movement.*		COOKING AND NUTRITION – Salad/Vegetable/ Sandwich (cutting and spreading) • Evaluate 1 • Design • Make • Evaluate 2		STRUCTURES (Bridges – strong, stiff, stable, Wales) *Know how to make freestanding structures stronger, stiffer and more stable.*	

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Year 3/4 (Year A)

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
TEXTILES (Making a bag for a hunter/gatherer) *Know how to strengthen, stiffen and reinforce existing fabrics.* *Know how to securely join two pieces of fabric together.* *Know the need for patterns and seam allowances*		COOKING AND NUTRITION (Baking) • Evaluate 1 • Design • Make • Evaluate 2		STRUCTURES (Wooden photo frame) *Develop and use knowledge of how to construct strong, stiff shell structures.* *Develop and use knowledge of nets of cubes and cuboids and, where appropriate, more complex 3D shapes.*	

Year 3/4 (Year B)

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
TEXTILES *(Y5/6 knowledge)* *Know how a 3-D textile product can be made from a combination of accurately made pattern pieces, fabric shapes and different fabrics.* *Fabrics can be strengthened, stiffened and reinforced where appropriate.*		MECHANICAL SYSTEMS (Pulleys and levers) *Know and use lever and linkage mechanisms.* *Distinguish between fixed and loose pivots.*		COOKING AND NUTRITION (Using the hob) • Evaluate 1 • Design • Make • Evaluate 2	

Design and Technology
Long Term Curriculum Overview

Year 5/6 (Year A)					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
ELECTRICAL SYSTEMS (Make a Buzz Game) *(Y3/4 Knowledge)* *Know and use electrical systems in their products, such as series circuits incorporating switches, bulbs and buzzers.*		ELECTRICAL SYSTEMS Computing Control (Lego Coding) *Know and use electrical systems in their products.* *Know the use of computer control systems in products.* *Apply their knowledge of computing to program, monitor and control their products.*		COOKING AND NUTRITION (Bread – micro-organisms with yeast) • Evaluate 1 • Design • Make • Evaluate 2	
Year 5/6 Year B					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
STRUCTURES (Building a WWII shelter) *Know how to strengthen, stiffen and reinforce 3-D frameworks.*		MECHANICAL SYSTEMS (Cams) *Know that mechanical systems have an input, process and an output.* *Know how cams can be used to produce different types of movement and change the direction of movement.* *Know how gears and pulleys can be used to speed up, slow down or change the direction of movement.*		COOKING AND NUTRITION (Using a grill/BBQ) • Evaluate 1 • Design • Make • Evaluate 2	