

## Whole School Curriculum Overview: Design & Technology

Year	Year A			Year B		
<b>Year 1/2</b>	Autumn <b>Once upon a time</b>	Spring <b>Bears, Bears, Everywhere</b>	Summer <b>Secret Gardens</b>	Autumn <b>On The Move</b>	Spring <b>Fabulous Fables and Traditional Tales</b>	Summer <b>Oh I do like to be beside the seaside</b>
<b>Theme Titles</b>						
<b>Projects</b>	Textiles/Materials Shields  Structures Build a Standing Structure (Castle/Fairytale themed)	Textiles/Materials Puppets	Cooking and Nutrition Insect inspired foods/picnic.	Mechanisms Moon Buggy (Wheels and axels)	Cooking and Nutrition Gingerbread  Structures Buildings on Pudding Lane.	Structures Build a Standing Structure (Lighthouse)  Mechanisms - Seaside Moving Picture (Sliders)
<b>Year 3/4</b>	Autumn	Spring	Summer	Autumn	Spring	Summer
<b>Theme Titles</b>	<b>What's on your plate?</b>	<b>The Romans</b>	<b>World War Two</b>	<b>The Victorians</b>	<b>Stone Age to Iron Age</b>	<b>Planet Earth</b>
<b>Projects</b>	Building Shell Structures  3D Nets Food packaging	Mechanisms Levers and linkages (Create a moving model)	Cooking and Nutrition Seasonal cooking	Electrical Systems - Use a simple circuit in a product (Torch or night light)	Textiles/ Materials (Sewing - scavenging bag)	Cooking and Nutrition Prepare and cook a savoury dish using a range of cooking techniques.

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Year 5/6	Autumn	Spring	Summer	Autumn	Spring	Summer
Theme Titles	The Rainforest and Ancient Egyptians	Ancient Egyptians and Rivers	Anglo Saxons/Vikings and Enough for Everyone	Exploring the Americas (including Maya Civilisation)	The USA and Mountains	The Ancient Greeks
<b>Projects</b>	Cooking and Nutrition - Prepare and cook a savoury dish using a range of cooking techniques (Eatwell Project)	Structures - Strengthening and stiffening a structure. (Bridges)	Textiles - join together a range of materials to make a purposeful product. e.g., Money container.	Cooking and Nutrition - Prepare and cook a savoury dish using a range of cooking techniques (Eatwell Project)	Y5: Mechanisms - Using Cam mechanisms to create a moving toy.  Y6: Computing - control, monitor or program a product	Computing  Computer Aided Design