

D&T Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	Mechanisms: Moving Story Book Following a design to create moving models that use levers and sliders.		Mechanisms: Wheels and Axles Design and build a moving vehicle using an axle.		Structures: Constructing Windmills Make a 3D windmill structure with functioning turbines and axles.	Cooking and Nutrition: Smoothies Chopping and juicing fruit and vegetables safely to make a smoothie.
2	Mechanisms: Wheels and Axles Identify the use of wheels and axles in everyday life. Design and build a moving vehicle using an axle.		Cooking and Nutrition: Balanced Diet Prepare foods safely to make a wrap using different food combinations. Learning about a balanced diet.	Structures: Baby Bear Chairs Produce a model to support a teddy using joints and structures from paper/card and tape.	Mechanisms: Moving Monster Design and create monsters using fictional linkages focusing on input and output motions.	
3	Cooking and Nutrition: Eating Seasonally (Soup) Following a recipe to prepare foods safely using seasonal ingredients. Learning about a balanced diet.	Mechanical Systems: Pneumatic Toys Create a pneumatic system to create desired motion using syringes and balloons.	Textiles: Cross Stitch and Applique (Egyptian Collars) Demonstrate their ability to use cross-stitch as a construction technique to join two pieces of fabric together.		Structures: Constructing a castle Create a castle structure using 3D structures made from 2D nets.	
4	Mechanical Systems: Making a slingshot car Make a chassis and launch mechanism for a slingshot car.	Cooking and Nutrition: Adapting a recipe (Pizza) Adapting a recipe to design a pizza within a given budget. Prepare following safety and hygiene rules.	Textiles: Fastenings (Book Sleeve) Design a personalised book sleeve selecting different stitches for joining.		Structures: Pavilions Building stable freestanding wooden frame structures designed to support weight.	
5	Mechanical Systems: Pop-up Books Create a multi-page pop-up book using a range of structures and mechanisms.		Cooking and Nutrition: Bolognese Adapt a recipe based on alternative ingredients and nutritional content. Following cross contamination guidelines when preparing.	Structures: Bridges Make a stable structure using triangulation to support weight over a distance.	Electrical Systems: Doodlers Develop designs focusing on form and function of an electrical product.	
6	Mechanical Systems: Automata Toys Design and build a functioning automata toy using a range of cams to create desired movement.			Seasonal Cooking Design a recipe following safety and hygiene guidelines using seasonal ingredients within a budget and timescale.	Electrical Systems: Steady hand game Constructing a functioning steady hand game using a stable base which incorporates an electrical circuit.	