Design Technology
Overview

National Curriculum:

Design | Make | Evaluate | Technical knowledge | Cooking and nutrition

Key Stage 1	**Cooking and nutrition** Learn about the basic rules of a healthy and varied diet to create dishes. Understand where food comes from, for example plants and animals. 2	**Mechanisms** Introduce and explore simple mechanisms, such as sliders, wheels and axles in their designs. Recognise where mechanisms such as these exist in toys and other familiar products. 2	**Structures** Build structures such as windmills and chairs, exploring how they can be made stronger, stiffer and more stable. Recognise areas of weakness through trial and error. 1	**Textiles** Explore different methods of joining fabrics and experiment to determine the pros and cons of each technique. 1		
Key Stage 2	**Cooking and nutrition** Understand and apply the principles of a healthy and varied diet to prepare and cook a variety of dishes using a range of cooking techniques and methods. Understand what is meant by seasonal foods. Know where and how ingredients are sourced. 2	**Mechanical systems** Extend pupils understanding of individual mechanisms, to form part of a functional system, for example: Automatas, that use a combination of cams, followers, axles/shaft, cranks and toppers. 2	**Structures** Continue to develop KS1 exploration skills, through more complex builds such as pavilion and bridge designs. Understand material selection and learn methods to reinforce structures. 2	**Textiles** Understand that fabric can be layered for effect, recognising the appearance and technique for different stitch and fastening types, including their: • Strength. • Appropriate use • Design. 2	**Electrical Systems** (KS2 Only) Create functional electrical products that use series circuits, incorporating different components such as bulbs, LEDs, switches, buzzers and motors. Consider how the materials used in these products can: • Protect the circuitry. • Reflect light • Conduct electricity Insulate. 2	**Digital World** (KS2 Only) Learn how to develop an electronic product with processing capabilities. Apply Computing principles to program functions within a product including to control and monitor it. Understand how the history and evolution of product design lead to the on-going Digital revolution and the impact it is having in the world today. 2

	Autumn Term	Spring Term	Summer Term
Year 1	Mechanisms Moving Story Book	Textiles Puppets	Cooking and nutrition Fruit and Vegetable Smoothie
Year 2	Structures Baby bear's chair	Cooking and nutrition A balanced diet	Mechanisms Ferris Wheel
Year 3	Textiles Cushions	Structures Castles	Digital World Electronic Charm
Year 4	Mechanical Structures Slingshot cars	Cooking and nutrition Adapting a recipe	Electrical systems Torches
Year 5	Textiles Combing different fabric shapes	Structures Bridge Building	Digital World Monitoring devices
Year 6	Electrical systems Steady hand games	Cooking and nutrition Come dine with me	Mechanical Structures Automata toys