

Alwoodley Primary School

Design and Technology overview grid



We follow the Design and Technology National Curriculum (Years 1-6) where skills of designing, making, evaluating and building on their technical knowledge are built upon through each unit. Within each unit of learning, students revisit existing knowledge and skills and then build upon these with critical understanding of their relevance.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Nursery	Cooking & Nutrition Bread Rolls	Cooking & Nutrition Cutting Soft Foods for snack (to be incorporated when snack is suitable)				Cooking & Nutrition Tasting strawberries (grown at school)	
	<ul style="list-style-type: none"> Using glue sticks with increased control Using glue spatulas with increased control Using simple tools such as scissors with increasing control Beginning to join materials together to develop models (tissue paper, glitter etc) Selecting the tools and techniques they need to shape, assemble and join materials to make junk models Beginning to share their creations, explaining the process they have used Building and constructing with a wide range of objects such as wooden blocks and Duplo Cutting soft fruit and vegetables Cutting playdough with utensils Measuring food using measuring cups or by counting spoonfuls Talking about healthy foods Finding out where milk and some food comes from (milk, flour, fruits & veg) 						
Reception	Cooking & Nutrition Porridge	Cooking & Nutrition Gingerbread Men		Cooking & Nutrition Milkshakes			
	<ul style="list-style-type: none"> Cutting vegetables using the bridge technique Measure ingredients using cups Talk about healthy foods Chop soft fruit using the bridge technique To mix different ingredients Select the tools and techniques they need to shape, assemble and join materials to make junk models Use glue sticks and glue spatulas independently Use simple tools and techniques appropriately Begin to know how to improve their model (scrunch, twist, fold, bend, roll) Add other materials to develop models (tissue paper, glitter etc) Attach objects using the joins: flange, slot, brace, fold and tab Join items in a variety of ways including: cellotape, masking tape, string, ribbon, split pins. Join items which have been cut, torn, or glued Construct with a purpose in mind Show independence, resilience and perseverance in the face of a challenge Set and work towards simple goals Show an ability to follow instructions Share their creations, explaining the process they have use 						

Year 1		Structures Create a ship that will float and hold Grandad's artefact			Structures Build a waterproof shelter that 6 people can fit in.	Cooking & Nutrition: Breakfast Pot
Year 2	Structures Make a free-standing Lighthouse Real Life designer – John Smeaton		Mechanisms (slides & levers) Design & make a card featuring a slide/ lever	Textiles Use textiles and a running stitch to create a purse to hold money		Cooking & Nutrition: Design and make a pizza for a children's party Real life designer - Jamie Oliver
	Mechanisms (wheels & axels) Incorporate a wind-up mechanism within the lighthouse					
Year 3	Real life designer study Ruth Handler – toy designer	Mechanisms (wheels & axels) Design and make a toy car to transport your favourite toy down a ramp.	Textiles Design and make a celebration hat Real life designer study – Suzanne Gill	Cooking & Nutrition: Design and make a healthy dip. Use planted carrots as a crudité.		Cooking & Nutrition: Banana Bread
Year 4		Textiles Design and sew a hanging fabric decoration for a celebration.		Mechanical Systems and Electronics Create an electrical board game Real life Designer- Waddingtons/ Cluedo		Cooking & Nutrition: Spanish Omelette Real Life Designer- Omar Allibhoy
Year 5		Cooking & Nutrition: Design and make an apple pie.		Mechanisms Design and make a fidget spinner for 9-10-year olds		Structures Design and make a functional chair for a dolls house. Real Life Designer- James Dyson
Year 6				Textiles Design and make a FabFix repair kit	Cooking & Nutrition: Design and make a Grab & Go food item. Real Life Designers: Joe Wicks Brian Boffey	Mechanical Systems and Electronics Design and make a Lego product which utilises computer programming and Robotics Real Life Designer: Ole Kirk Christiansen