

Design Technology Overview 2023 - 2024

	Autumn	Spring	Summer
Year 1	<p>Structure: Constructing windmills To design and construct a windmill for a client.</p> <p>Textiles: Puppets To explore methods of joining fabric.</p>	<p>Mechanisms: Wheels and axles To design and make a moving vehicle.</p>	<p>Mechanisms: Make a moving story book To explore making mechanisms</p> <p>Cooking and Nutrition; Fruit and Vegetables To make a fruit and vegetable smoothie</p>
Year 2	<p>Structure: Baby bear's chair To explore stability and methods to strengthen structures.</p> <p>Textiles: Pouches To design, make and decorate a pouch.</p>	<p>Mechanisms: Fairground wheel To design and create a functional Ferris wheel.</p>	<p>Mechanisms: Moving monster To explore levers, linkages, and pivots.</p> <p>Cooking and Nutrition; A balanced diet To make a healthy wrap</p>
Year 3	<p>Textiles: Cushions To learn and apply two new sewing techniques.</p>	<p>Structures: Constructing a castle To design and make a recycled-material structure.</p>	<p>Mechanical systems: Pneumatic toys To design and make a pneumatic toy.</p> <p>Cooking and Nutrition; Eating seasonally To safely follow a recipe <i>Digital world: Electronic charm incorporated into computing</i></p>
Year 4	<p>Structure: Pavilions To design and create a stable structure.</p> <p>Textiles: Fastenings To analyse and evaluate a range of existing fastenings.</p>	<p>Mechanical systems: Making a slingshot car To design and make a car with a working mechanism.</p>	<p>Electrical systems: Torches To apply scientific understanding of electrical circuits to make a torch.</p> <p>Cooking and Nutrition; Adapting a recipe To make a biscuit that meets a given design brief.</p>
Year 5	<p>Structure: Bridges To analyse various types of materials to determine their strength and stability for a particular purpose.</p> <p>Mechanical systems: Making a pop-up book To use a lever, sliders, layers and spacers to create a paper-based mechanism.</p>	<p>Electrical systems: Electronic greetings cards To apply scientific understanding of circuit components to make an electronic card</p>	<p>Cooking and Nutrition; What could be healthier? To understand and apply the principles of a healthy diet <i>Digital world: Monitoring devices incorporated into computing</i></p>
Year 6	<p>Structure: Playgrounds To design and develop to meet a specified design criteria.</p>	<p>Mechanical systems: Automata toys To explore and create cam, follower and axle mechanisms.</p>	<p>Electrical systems: Steady hand game To apply scientific understanding of a series circuit to develop a game.</p> <p>Cooking and Nutrition; Come Dine with Me To prepare a meal using a recipe <i>Digital world: Navigating the world incorporated into computing</i></p>