

Year 2

Exploring and using mechanisms, select from and use a wide range of materials and components - using simple sewing stitches to create Christmas decorations.

Building structures - building our own castles.

Designing and evaluating products - wallpaper and stamps in the style of William Morris

Year 3

Continue to build upon their stitching skills to create a 3D textiles product - Cross Stitch: designing a handkerchief from the Titanic

To make a strong stiff structure: Building a Stone Age House

Design for a purpose considering influences: Cooking and nutrition

Year 4

Create series and parallel circuits: Electricity
Select appropriate joining techniques: Roman Sandals

Design criteria and prototypes: Viking Shields

Join textiles with appropriate stitching: Weaving

Year 1

Introducing simple design criteria, choosing materials: Seaside creatures

Know where food comes from and begin to prepare simple dishes: Flat Stanley - Food from around the world

Make products, refining the design: Create a vehicle including wheels and axles.



Design & Technology

Year 5

Design criteria and structures: African Masks

Create a 3d textile product, formulate step by step plans: Sewing

Demonstrate a range of cooking techniques: Food Technology

EYFS

Marvellous Me - Junk Materials - simple joining techniques

Terrific Tales - Cooking using simple tools

Amazing Animals - Constructing with a purpose

What can grow? - Using tools to cook & bake

A Ticket to Ride - Introduction to workbench tools Investigating mechanisms

Beach combing - Tinkering Table - disassemble and construct

Leqo League



Year 6

Research and surveys, selecting and explaining materials and tools: Wallpaper

To design and make a functional product: Sewing and embroidery

Create mechanical systems, accurately measure, mark, join materials: Bridges