

Design and Technology

Cooking and Nutrition. Master practical skills. Design, make, evaluate and improve.

Take inspiration from design throughout history.

	Autumn	Spring	Summer
Foundation	The GruffaloPaper plate masks(scissor skills)DiwaliClay divas(creating for a purpose)ChristmasSalt dough decorations(creating for a purpose)	Dragons/Dinosaurs (reclaimed modelling) Shrove Tuesday - Pancakes (cooking) Chinese New Year Dragon masks Lanterns Dragon puppets (creating for a purpose) Easter baskets	Supertato Vegetable Characters (reclaimed modelling) Sustainability/Rainbow Fish Plastic bottle fish (reclaimed modelling)
Year 1	Little Red Hen Hen House (reclaimed modelling -attaching tabs) Making Bread Rolls (cooking)	Birds Milk Bottle Birds (reclaimed modelling) Aeroplane with a moving part (Slider/Levers) moving sliding parts (slider mechanism) aeroplane flying through the sky. Easter baskets	Pirate Flag using textile materials Cutting and joining material. Sewing on the Jolly Roger Flag using a running stitch. (textiles)
Year 2	The Great Fire of London Tudor House (considering materials) Christmas Christmas Stocking (textiles)	Huntley and Palmer Biscuit Packaging (nets -designed using computer software program) Fairtrade Biscuits (cooking) Easter baskets	Anagranimals Habitat for an anagranimal (reclaimed modelling - cam mechanism)

Year 3	Smoothies Design and make a healthy smoothie.	Pop-up books Design and make pop up books for reinvented traditional tales.	Fabric bunting Design and sew flags to create class bunting.
Year 4	Roman Shields Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, i.e. a Roman soldier.	Electrical toy understand and use electrical systems in their products. Rangoli frames Explicit skills-teaching - select from and use a wider range of tools and equipment to perform practical tasks accurately.	Harry Potter - cooking understand and apply the principles of a healthy and varied diet.
Year 5	Dunkirk Boats Using junk modelling, children plan and design a boat that would save soldiers from Battle of Dunkirk. (Considering effective materials)	Bread Making Taste and evaluate a range of breads Make a plain roll and evaluate Design and make a roll with own ingredients Evaluate (Food technology)	Toys Design and make toys using a cam mechanism.
Year 6	Fairground rides Design and make miniature fairground rides using electrical systems.	Greek food Plan and create a meal using food and menu ideas from Greece.	Motorised cars Design and make moving vehicles.