

DT Year Group Overview



	Autumn	Spring	Summer
Year 1	<p>Product design</p> <ul style="list-style-type: none"> ✓ Design purposeful, functional, appealing products (toys) for themselves and other users based on design criteria. ✓ Evaluate their ideas and products against design criteria. 	<p>Animal Puppets</p> <ul style="list-style-type: none"> ✓ Select from and use a range of tools and equipment to perform practical tasks (for example cutting, shaping, joining and finishing). ✓ Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. 	<p>Sculpture</p> <ul style="list-style-type: none"> ✓ Create a sand art sculpture. ✓ Build structures exploring how they can be made stronger, stiffer and more stable.
Year 2	<p>Photo Frames</p> <ul style="list-style-type: none"> ✓ Explore and evaluate a range of existing products. ✓ Build structures, exploring how they can be made stronger, stiffer and more stable. 	<p>Ticket/Poster/Leaflet design</p> <ul style="list-style-type: none"> ✓ Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. 	<p>Product Design/Using Mechanisms</p> <ul style="list-style-type: none"> ✓ Explore and use mechanisms, for example, levers, sliders, wheels and axles.
Year 3	<p>Make a shelter</p> <ul style="list-style-type: none"> ✓ Select from and use a wider range of tools including construction materials according to their functional properties and aesthetic qualities. ✓ Understand key events and turning points in design and how they have shaped the world ✓ Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. 	<p>Roman artefacts (See art & technology in IPC)</p> <ul style="list-style-type: none"> ✓ Investigate and analyse a range of existing products. ✓ Use safely and increasingly effectively wider range of tools and materials with increasing skill to make products that are fit for purpose ✓ Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. 	<p>Bread Making</p> <ul style="list-style-type: none"> ✓ Use safely and increasingly effectively wider range of tools and materials with increasing skill to make products that are fit for purpose ✓ Develop and use straight forward practical skills ✓ Understand seasonality and know where and how a variety of ingredients are grown and processed ✓ Understand and use electrical systems in their product incorporating, lights, switches buzzer tec.
Year 4	<p>Earthquake Proof structures</p> <ul style="list-style-type: none"> ✓ Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. ✓ Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer aided design. 	<p>Making instruments</p> <ul style="list-style-type: none"> ✓ Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately. ✓ Evaluate their ideas and products against their own design criteria and consider the viewpoint of others to improve their work. 	<p>Tudor feasts</p> <ul style="list-style-type: none"> ✓ Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.
Year 5	<p>Make air raid shelters</p> <p>Use safely and increasingly effectively wider range of tools and materials with increasing skill to make products that are fit for purpose</p> <p>Develop and use straight forward practical skills.</p>	<p>Food technology</p> <p>Make biscuits for Lentern fundraising.</p>	<p>D&T</p> <p>How to create our own global brand and market it to others. Make calendars- make choices about materials considering cost and quality.</p>

DT Year Group Overview

Year 6	Motorised Vehicles use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at individuals or groups. understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages	Food – design packaging for and make an item of food – pizza, cake or sweet.	British Feast Use safely and increasingly effectively wider range of tools and materials with increasing skill to make products that are fit for purpose Develop and use straight forward practical skills
---------------	---	--	---

