



Year	Autumn	Spring	Summer
<b>Year 1</b>	<b>What's outside my front door?</b> Designing and making a Beanie Home.  Cooking – mince pie parcels	<b>Oh I do like to be beside the Seaside</b> Rainmakers  Cooking – Preparing porridge	<b>Let's go on Safari</b> Design a Puppet/ pop up pictures.  Cooking – Spring rolls
<b>Year 2</b>	<b>Fire! Fire!</b> Making fire trucks  Cooking - Bread Making	<b>Our Zoo</b> Mini minibeasts  Cooking – Designing and making a sandwich	<b>Who's on the Throne?</b> Textiles – tie dying, simple sewing. Incy wincy climbers Cooking – Granola Bars
<b>Year 3</b>	<b>Castra Deva</b>  Rotating Stages	<b>Stone Age</b>  Cam wobbler	<b>Home and Away</b>  Cooking – French bread pizza
<b>Year 4</b>	<b>Jewel of the Nile</b>  Rockets	<b>Where will my passport take me?</b>  Cooking – 2 different dishes from around the world	<b>The Ruthless Romans</b>  Electric wobbler
<b>Year 5</b>	<b>Vicious Vikings vs Savage Saxons</b>  Design a sweet box with a hinged lid	<b>We'll meet again</b>  Design a fairground/ theme park with levers	<b>Space Survivor</b>  Cooking – Adding flavour to noodles
<b>Year 6</b>	<b>Crime and Punishment</b>  Design a moving Kong Head	<b>Marvel at the Mayans</b>  <b>Cooking</b> - with rationing ingredients	<b>Equality for All</b>  Creating hydraulic bridges.

**Design Technology Focus:**

The national curriculum for design and technology aims to ensure that all pupils:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- Critique, evaluate and test their ideas and products and the work of others
- Understand and apply the principles of nutrition and learn how to cook.