



Design Technology - Whole School Coverage of the National Curriculum

2018/19

Year	Autumn 1 Identity	Autumn 2 Courage	Spring 1 Power	Spring 2 Change	Summer 1 Choices	Summer 2
Year 1	Lost and Found Designing and making a Beanie Carrier. Cooking – making vegetable soup	Nibbles Design a Puppet/ pop up pictures. Cooking – mince pie parcels	Lion Inside Rainmakers	The Curious Case of the Missing Mammoth	Toys in Space Wheel and axels making a toy with wheels	Goldilocks and the Just One Bear Cooking – Preparing porridge
Year 2	Troll Swap Making bridges	The Owl Who was Afraid of the Dark Making bird boxes	Dragon Machine Wheels and axels, dragon machine.	Major Glad, Major Dizzy Cooking – Designing and making a sandwich	The Last Wolf Cooking – Granola Bars	Grandad’s Secret Giant Cooking - Bread Making
Year 3	Leon and the Place Between Make circus tents	Stone Age Boy	Winter’s Child	Big Blue Whale Cam wobbler	Escape from Pompeii Rotating Stages	The Journey Cooking – spring rolls
Year 4	Seen but not heard Dolls houses with electrical circuits in.	Leon and the Place In Between	When the Giant Stirred Elastic band rockets	Zereffa Giraffa	Where the Forest meets the sea/ Rainforests in 30 seconds Cooking – 2 different dishes from around the world	Blue John
Year 5	Queen of the Falls Textiles – creating a patchwork quilt linking to slavery	Star of Fear Star of Hope Cooking	The Hunter	The Darkest Dark	TBC Design a fairground/ theme park with levers	Heroes and Villains
Year 6	Kong Design a moving Endangered Animal Head	Can we Save the Tiger	Selfish Giant	Jemmy Button	Manfish Create a pin hole camera	TBC Cooking - TBC



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.