

Design and Technology Overview

Overview	Autumn	Spring	Summer
Year 1	<p><b>Moving Pictures</b></p> <p>Design, make and evaluate ways to bring pictures to life through a variety of moving mechanisms.</p>	<p><b>Stable Structures</b></p> <p>Design, make and evaluate stable structures</p>	<p><b>Seaside Snacks</b></p> <p>Design, make and evaluate a seaside picnic.</p>
Year 2	<p><b>Delightful Decorations</b></p> <p>Design, make and evaluate a decoration for the Christmas tree.</p>	<p><b>Wacky Windmills</b></p> <p>Design, make and evaluate a windmill that uses axels to allow the sails to spin in the wind.</p>	<p><b>Perfect Pizzas</b></p> <p>Design, make and evaluate a pizza to meet a design brief.</p>
Year 3	<p><b>Making Mini Greenhouses</b></p> <p>Design, make and evaluate a mini greenhouse fit for purpose.</p>	<p><b>Moving Monsters</b></p> <p>Design, make and evaluate a monster with moving parts involving pneumatic systems.</p>	<p><b>Sandwich Snacks</b></p> <p>Design, make, eat and evaluate a healthy sandwich snack.</p>
Year 4	<p><b>Seasonal Stockings</b></p> <p>Design, make and evaluate a seasonal stocking</p>	<p><b>Light up Signs</b></p> <p>Design, make and evaluate a decorative light box with illuminated words or letters using a variety of materials.</p>	<p><b>American Foods</b></p> <p>Design, make, eat and evaluate a variety of American foods.</p>
Year 5	<p><b>Moving Toys</b></p> <p>Design, make and evaluate a moving toy with a cam mechanism.</p>	<p><b>Building Bridges</b></p> <p>Design, make and evaluate bridge models after exploring ways in which forces act on bridge structures, how they are constructed and how they are strengthened.</p>	<p><b>Burgers</b></p> <p>Design, make, eat and evaluate a burger.</p>
Year 6	<p><b>Fashion and Textiles</b></p> <p>Design, make and evaluate a stylish drawstring bag after looking at how textiles are used within the fashion industry.</p>	<p><b>Great British Dishes</b></p> <p>Explore sweet and savoury national dishes from England, Scotland and Wales. Practise the life skill of how to plan, shop for a meal.</p>	<p><b>Programming Pioneers</b></p> <p>Design, develop and test a prototype computer-controlled electronic system for rooms such as motion-sensor, activated alarms, door buzzer entry systems or even 'smart home' automatic lights.</p>