

Design Technology Subject Overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS - Class England		<p><b>Design Technology- Food</b> <i>Design a new soup recipe made with locally grown vegetables.</i></p>		<p><b>Design Technology- Textiles</b> <i>Design clothes for a toy for different weathers.</i></p>	<p><b>Design Technology- Structure &amp; Construction</b> <i>Build a model of your own home. Use photographs as starting point.</i></p>	
Year 1- Class France			<p><b>Design Technology- Food</b> <i>Design a fruit salad recipe using different fruit combinations.</i></p>	<p><b>Design Technology- Mechanisms Slides &amp; Levers</b> <i>How can we make a picture that moves? Investigate card/ paper engineering. Design &amp; make a picture with a moving element.</i></p>	<p><b>Design Technology- Design, Make &amp; Evaluate</b> <i>Design a hat for teddy to wear whatever the weather. Look at hat design and consider the qualities that different textiles have. Look at insulation, waterproofing and sun protection.</i></p>	
Year 2- Class Morocco		<p><b>Design Technology- Mechanisms Wheels &amp; Axles</b> <i>Take apart different model cars. Look at the construction of wheel components in e.g. lego.</i></p>			<p><b>Design Technology- Food</b> <i>Explore sandwich fillings and consider healthy options for sandwiches. Look at different types of sandwich bread, try out new combinations</i></p>	<p><b>Design Technology- Design Make &amp; Evaluate</b> <i>Learn about bridge construction, investigate the issues around bridge design and design a</i></p>

		<i>Design a car for a play figure.</i>			<i>&amp; create a new sandwich filling</i>	<i>bridge to fulfil a design brief for strength &amp; stability.</i>
Year 3- Class China		<p><b>Design Technology- Frame Structures</b></p> <p><i>Design a building for a model of our village exploring ways of strengthening, stiffening &amp; reinforcing the structure.</i></p>		<p><b>Design Technology- Textiles 2d Shape &amp; 3d Product</b></p> <p><i>Design a bag for use when hiking. Explore a range of bags, take a bag apart to examine the structure. Consider functionality.</i></p>		<p><b>Design Technology- Food</b></p> <p><i>What food snacks would people have eaten in the past? Design a snack for an Ancient Greek child. Use examples such as Baklava &amp; Pasteli (honey sesame snaps).</i></p>
Year 4- Class Chile	<p><b>Design Technology- Food</b></p> <p><i>What is your favourite pasta flavour? Develop a new pasta sauce. Investigate jar sauces available. Carry out market research in order to gain feedback.</i></p>		<p><b>Design Technology- Materials Design Make &amp; Evaluate Shell Structure</b></p> <p><i>Investigate &amp; analyse packaging for getting pizza home developing ideas for a design to meet set design criteria either for ready to eat or part-baked product.</i></p>	<p><b>Design Technology- electrical systems</b></p> <p><i>Select from and use a wide range of materials to design a burglar alarm system exploring a range of triggers.</i></p>		
Year 5- Class India		<p><b>Design Technology- Frame Structures</b></p> <p><i>Design and make a bird nesting box for a bird</i></p>		<p><b>Design Technology- Textiles</b></p> <p><i>Design and make a medieval tent for an action</i></p>		<p><b>Design Technology- Food</b></p> <p><i>Research different styles of loaf investigating</i></p>

		<i>returning to Britain from migration.</i>		<i>figure. Compare different tent designs &amp; consider the merit of the structural elements.</i>		<i>ingredients &amp; baking processes. Design a new type of bread and evaluate its success with market research.</i>
Year 6- Class USA		<p><b>Design Technology- Mechanics Pulleys &amp; Gears</b></p> <p><i>Design and make a moving toy for a young child. Consider safety factors and discuss initial ideas with young children, seeking their ideas for the design.</i></p>		<p><b>Design Technology- Food</b></p> <p><i>Link to Class identity- Research, develop &amp; design a burger. Examine nutritional value and consider how to make the burger a more healthy option.</i></p>		<p><b>Design Technology- Electrical Systems</b></p> <p><i>What sort of light will work for you? Designing a light or light system for a specific situation using circuits, switches and/or programing monitor or control the product.</i></p> <p>(STEM.org resource)</p>

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