Heald Place Primary School **Subject Overview: Design and Technology**

Term	Autumn B	Spring B	Summer B
Nursery	Explore properties of different objects /materials: moving, combining, lining up and stacking. **Significant Individual: Andy Goldsworthy, sculptor**	Begin to use selected parts to create simple constructions and models. Use simple tools to join, fix, cut etc.	Begin to make constructions and models with a purpose, deciding / planning what to make. Use tools with increasing control to support model-making.
Reception	Independently make constructions, using own ideas and available loose parts. Show increasing skills with combining, lining up, stacking etc.	Build and de-construct loose part models / constructions to represent real life / imaginary objects and experiences. Handle tools and materials with increasing control.	Make imaginative structures, using tools with control. Explore a wide range of materials, making simple forms and applying simple decorative features where wanted. **Significant Individual: Barbara Hepworth, sculptor**
Year 1	**Global Goal 12: Responsible Consumption and Production** Theme: Recycling Activity: Make a 'very hungry caterpillar' inspired cookie bag. Purpose: To hold a cookie and take it home to share with families. **Significant Individual: Eric Carle, author and designer**	**Global Goal 4: Quality Education** Theme: Learn through play Activity: Make a game to support knowledge of number bonds to 10 including a moving mechanism. Purpose: To be played with a partner at the end of a maths lesson. **Significant Individual: Lizzie Magie, Monopoly game inventor**	**Global Goal 2: Zero Hunger** Cooking Theme: Fruit dishes Activity: Create a healthy fruit salad. Purpose: Understand healthy eating and begin to understand where fruit comes from. **Significant Individual: Rayneet Gill, Junior Bake Off judge and pastry chef**
Year 2	**Global Goal 2: Zero Hunger** Cooking Theme: Protein snacks Activity: Make a no bake protein snacks. Purpose: Explore how different food groups effect the body. **Significant Individual: Liam Charles, GBBO contestant and Junior Bake Off judge and baker.**	**Global Goal 11: Sustainable Cities and Communities** Theme: Wheels and axels Activity: Make a moving vehicle which has been designed to help someone. Purpose: Safe and sustainable transport. How transport can improve peoples' lives. **Significant Individual: Ralph Braun (disability), used wheels and axels to improve people's lives. Invents accessible vehicles for people with disabilities.**	**Global Goal 15: Life on Land** Theme: Sustainability Activity: Make a mini beast microhabitat. Purpose: Safe, warm environment for mini-beast. **Significant Individual: Wangari Maathai, biologist, environmentalist, founder of the Greenbelt movement and first African woman to win a Nobel Peace prize**

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Year 3	**Global Goal 4: Quality Education** Theme: Learn through play Activity: Make a moving picture to describe an event/character in their favourite book. Purpose: Perform to the class using the moving picture as a prop. **Significant Individual: Floyd Norman, animator for Disney and Pixar**	**Global Goal 2: Zero Hunger** Cooking Theme: Energy foods Activity: Create a healthy, hand held savoury snack, using pastry and fillings. Purpose: Learn how to create a balanced filling for a pastry using savoury ingredients. **Significant Individual: Nina Métayer, French chef voted World's Best Pastry Chef 2023**	**Global Goal 12: Responsible Consumption and Production** Theme: Recycling Activity: Create a bird feeder from recycled materials. Purpose: Observe and feed wildlife from a bird feeder using recycled materials. **Significant Individual: David Attenborough, famous wildlife broadcaster**
Year 4	**Global Goal 12: Responsible Consumption and Production** Theme: Recycling Activity: Make waterproof items from recycled materials. Purpose: To test in a class experiment. **Significant Individual: Charles Macintosh- inventor of the first waterproof material**	**Global Goal 6: Clean Water and Sanitation** Theme: Health Activity: Make a pulley system to extract water from a 'Roman well.' Purpose: Participate in a class race to collect the most water in a set amount of time. **Significant Individual: Archimedes, Greek Mathematician and engineer**	**Global Goal 2: Zero Hunger** Cooking Theme: Reduce sugar intake Activity: Create a low sugar baked dessert. Purpose: Explore the need for low sugar foods and think of alternatives. **Significant Individual: Nadiya Hussain Winner of the Great British Bake Off**
Year 5	**Global Goal 13: Climate Action** Theme: Important signs Activity: Make a climate change protest sign. Purpose: Use as part of a demonstration to raise awareness. **Significant Individual: Greta Thunberg- activist for climate change**	**Global Goal 2: Zero Hunger** Cooking Theme: Traditional dishes Activity: Make Anglo Saxon stew. Purpose: Explore the type of food eaten in Anglo Saxon times and how this can be recreated today. **Significant Individual: Leah Chase- African American chef- the queen of cuisine (ethnicity)**	**Global Goal 4: Quality Education** Theme: Forces and materials Activity: Make a floating vehicle. Purpose: Transport a small object in water. **Significant Individual: Ellen MacArthur (gender) British sailor, uses innovative boat design and engineering**

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Year 6	**Global Goal 3: Good Health and Well-being** Cooking Theme: Mindfulness Activity: Make empanadas inspired by South American ingredients. Purpose: Explore how food reflects different cultures and traditions **Significant Individual: Gaston Acurio, famous Peruvian chef**	**Global Goal 16: Peace, Justice and Strong Institutions** Theme: Protecting Life Activity: Make a WWII shelter Purpose: Create a protected space. **Significant Individuals: William Paterson and Oscar Carl Kerrison, engineers and designers of the Anderson shelter**	**Global Goal 7: Affordable and Clean Energy** Theme: Electricity Activity: Make a fairground buzzer game. Purpose: Test each other's skills and steady hands. **Significant Individual: Robert Scrimshaw, WWll RAF electrician and inventor of the original electric buzz wire game**

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