Farington Primary School Yearly Overview

Design & Technology

	Autumn	Spring	Summer
EYFS	Cooking and Nutrition – Pumpkin Soup	Junk Modelling	Textiles: Bookmarks
Year 1	**Textiles: Puppets** Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating.	**Mechanisms: Making a moving storybook** Explore slider mechanisms and the movement they output to design, make and evaluate a moving storybook from a range of templates.	**Cooking and nutrition: Fruit and vegetables** Learn to distinguish between fruit and vegetables and where they grow. Design a fruit and vegetable smoothie
Year 2	**Structures: Baby Bear's chair** Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use.	**Cooking and nutrition: Balanced diet** This cooking and nutrition unit will help the children learn about the importance of a balanced diet and use that knowledge to create a tasty wrap.	**Mechanisms: Making a moving monster** Explore levers, linkages and pivots through existing products and experimentation, use this research to construct and assemble a moving monster.
Year 3	**Textiles: Cross-stitch and appliqué** Learn and apply two new sewing techniques – cross-stitch and appliqué. Utilise these new skills to design and make a cushion or Egyptian collar.	**Mechanical systems: Pneumatic toys** Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams.	**Cooking and nutrition: Eating seasonally** Investigating seasonal food in the UK and applying pupils' understanding to create a seasonal food tart.
Year 4	**Structure: Pavilions** Investigate and model frame structures to improve their stability, then apply this research to design create a stable, decorated pavilion.	**Electrical systems: Torches** Identify the difference between electrical and electronic products. Evaluate a range of existing torches and their features, then develop a new functional torch design.	**Cooking and nutrition: Adapting a recipe** Our refreshed Y4 cooking and nutrition unit including opportunities for children to learn a basic biscuits recipe and adapt it to suit a target audience.
Year 5	**Mechanical systems** Design an eco-bike with gears and pulleys to harness the energy from an exercise bike or create a functional pop-up book using levers, sliders, layers and spacers to create paper-based mechanisms.	**Textiles: Stuffed toys** Design a stuffed toy (Easter egg) and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch.	**Cooking and nutrition: Developing a recipe** Our refreshed Y5 cooking and nutrition unit including opportunities for children to learn a simple Bolognese recipe and adapt it to improve nutritional content.
Year 6	**Structures: Playgrounds** Research existing playground equipment and their different forms, before designing and developing a range of apparatus to meet	**Electrical systems: Steady hand game** Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game	**Cooking and nutrition: Come dine with me** Our refreshed Y6 cooking and nutrition unit including optional opportunities to learn about the basic tastes and complementary

	a list of specified design criteria.	using a series circuit, including housing and backboard.	flavours. Cooking will be based on Jamie Oliver's recipes.