



## St Joseph's Catholic Primary School Subject Yearly Overview - Design and Technology

Year Group	Autumn Term	Spring Term	Summer Term
EYFS	EYFS follows a distinct curriculum with a holistic approach to activities. This is tailored the specific context of every EYFS setting. Activities are not subject specific; however, we have highlighted certain aspects of what is covered to demonstrate how the experiences offered to our pupils, as part of our EYFS provision at St Joseph's, feed into the national curriculum journey as pupils move into Year 1.  Constructs with a purpose in mind, using a variety of resources. Uses simple tools and techniques competently and appropriately. Selects tools and techniques needed to shape, assemble and join materials.		
Year 1	Control  Moving pictures Focus: Mechanisms (sliders and	Cooking and Nutrition Fruit and vegetables – Fruit Salad	Structure Make a lighthouse Focus: Structures
	levers) Children will design and make a Christmas card with a moving part	Focus: Food Preparing fruit and vegetables Children will select, chop and prepare a variety of fruits.	Children will investigate, design and make a lighthouse.
Year 2	Textiles Puppets Focus: Textiles Templates and joining techniques Children will design their puppet and use a template to cut out from fabric	Mechanisms  Make a vehicle with wheels based on exploring.  Focus: Mechanisms – wheels and axles  Children will design and make a vehicle with moving wheels and axles suitable for an explorer.	Structure Design and make a miniature garden. Focus: Structures Children will design and create a garden using sand/soil and grass seeds etc.
Year 3	Control  Design and make a book with moving parts.  Focus – Mechanisms. Moving parts, linkages and leavers.	Structure  Make a photo frame to display a map of the UK or city etc.  Focus: Structures	Textiles Design and make an Egyptian necklace Focus: Textiles



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	Children will design and make a moving book using a variety of leavers and pop ups etc.	Children will design and make a 3D Photo frame and then evaluate the process.	Children will use a variety of fabrics and textiles to design and make an Egyptian necklace.
Year 4	Mechanisms  Make a moving character using pneumatics.  Focus: Control – Mechanisms.  Children will use syringes, bottles and balloons to design and make a monster with a moving part using pneumatics.	Electrical Systems  Design and make a torch Focus: Control- electrical. Simple circuits including programming and control.  Children will investigate torches and use their knowledge to design and make a working torch following a brief.	Cooking and Nutrition Seasonal fruit and vegetables Focus: Cooking and Nutrition. Children will investigate seasonal fruit and vegetables and design and make their own fruit or vegetable pizza.
Year 5	Mechanisms Design and Make an electrically controlled moon buggy Focus: - Mechanisms- Electrical control. Children will design and make a moon buggy based on a design brief. The moon buggy will include an electrical element. They will evaluate their end product and say how they could improve it.	Textiles Investigate and make an item of Viking clothing e.g shoe Focus: Textiles. Children will investigate Viking footwear. They will create a template on paper and use this to create a fabric shoe.	Structures Bridges Focus – structures. Children will investigate a variety of structures to see which ones provide the best support. Their bridges will be tested using the same process each time. Children will be encouraged to say what worked well and how they could improve their structure
Year 6	Structure Design and make a shelter to survive in the rainforest. Focus: Structures.	Cooking and Nutrition  Bread – Design and make a variety of flavoured breads.  Focus: Food.	Mechanism  Make a moving cam model to show a sporting hero Focus: Control.



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Children will investigate structures that would be sustainable in the rainforest. Using a design brief they will design their shelter before creating a model using natural resources. They will then evaluate their finished piece.

Children will taste a variety of breads before choosing their own flavour or type of bread. They will produce their creation and evaluate as a group. Children will use cams to produce a moving model of their sporting hero. They will design, make and evaluate.