

Design and Technology: Teaching Objectives (Whole school overview) - two-year cycle

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Reception/ Year 1 Year A & B	<p align="center"><u>Expressive Arts and Design</u></p> <p align="center"><u>ELG: Creating with Materials</u></p> <p>Children at the expected level of development will: - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; - Share their creations, explaining the process they have used; - Make use of props and materials when role playing characters in narratives and stories.</p>					
KS1 Years 1 & 2 Year A	<p align="center"><u>Structures: Constructing a windmill</u></p> <p>Make a stable structure, which will eventually support the turbine, out of card, tape and glue. Make functioning turbines and axles that are assembled into the main supporting structure. Say what is good about their windmill and what they could do better.</p>		<p align="center"><u>Mechanisms: Making a moving storybook</u></p> <p>Make a picture that meets the design brief with parts that move easily.</p>		<p align="center"><u>Food: Fruit and Vegetables</u></p> <p>Prepare fruits and vegetables to make a smoothie.</p>	
KS1 Years 1 & 2 Year B	<p align="center"><u>Textiles: Puppets</u></p> <p>Design, make and decorate a puppet that matches the brief.</p>		<p align="center"><u>Mechanisms: Wheels and Axles</u></p> <p>Design and make a vehicle with functioning wheels, axles and axle holders.</p>		<p align="center"><u>Food: A balanced diet</u></p> <p>Construct a healthy wrap that meets their design brief.</p>	

<p>Lower KS2 Year 3</p>	<p><u>Textiles: Egyptian collars</u></p> <p>Decorate their Egyptian collar using applique, cross-stitch, beads, buttons and pinking.</p>	<p><u>Mechanisms: Pneumatic Toys</u></p> <p>Create a finished pneumatic toy that meets the design brief.</p>	<p><u>Food: Eating Seasonally</u></p> <p>Design their own tart using seasonal ingredients.</p>
<p>Lower KS2 Year 4</p>	<p><u>Mechanical systems: Making a slingshot car</u></p> <p>Design and make a functioning car.</p>	<p><u>Electrical systems: Torches</u></p> <p>Create a functioning torch with a switch according to their design criteria.</p>	<p><u>Food: Adapting a recipe</u></p> <p>Adapt a biscuit recipe by adding extra ingredients.</p>
<p>Upper KS2 Years 5 & 6 Year A</p>	<p><u>Mechanisms: Making a pop up book</u></p> <p>Use a range of mechanisms and structures to illustrate their story and make it interactive for users.</p>	<p><u>Electrical systems: Doodlers</u></p> <p>Design, make and test a doodler with an electrical component.</p>	<p><u>Food: What could be healthier?</u></p> <p>Working as a team to amend a Bolognese recipe with healthy ingredients.</p>
<p>Upper KS2 Years 5 & 6 Year B</p>	<p><u>Structures: Bridges</u></p> <p>Use triangles to construct a simple truss bridge to support a load. Complete a bridge with varying degrees of accuracy and finish, supported by the teacher.</p>	<p><u>Textiles: Stuffed toy</u></p> <p>Design, make and decorate their stuffed toy.</p>	<p><u>Food: Come dine with me</u></p> <p>Write a recipe and prepare a meal.</p>

