

Design and Technology Curriculum Overview

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Year 3	<u>Food</u> : Design and create a healthy sandwich *Food Choices and Lifestyle		<u>Textiles</u> : Stone Age Pouch *Ethical materials rather than use of furs/skins		<u>Structures</u> : Roman Temples *Parent Workshop if permitted *Recycled materials/enviro impact	
Year 4	<u>Electrical systems: Explore</u> circuits. Design and make a working torch. *Recycled materials		<u>Food</u> : Taste pitta breads and dips. Look at base ingredients and origins. Design and make own dips. *Food choices and Lifestyle		<u>Moving Mechanisms</u> : Create interactive card with mechanisms incorporated. *Recycled materials /enviro impact	
Year 5	<u>Structures</u> : Explore strengthening and frame building to create an air raid shelter. *Recycling materials/enviro impact		<u>Pulleys and Gears</u> : Develop frame building to create a Mars Rover with a pulley system *Alternative sources of power		<u>Food</u> : Linking with culture create African side dish. Look at nutritional value and why it is a favoured African Githeri Salad. *Food choices and Lifestyle	
Year 6	<u>Electrical & Mechanical Systems</u> : Fair ground with working parts. *Recycling materials/enviro impact –Plan B		<u>Textiles</u> : Produce a memory cushion for an evacuee using recycled materials – make do and mend. *Ethical issues with textile industry –Plan B		<u>Food</u> : Bread – Look at food within another culture and benefits. Produce own bread. *Food choices/Lifestyle	

***As designers of this generation it is important to draw pupils' attention to factors which designers in the real world must consider. Each unit encourages our designers to consider these factors when designing their own products whether it be an ethical, environmental or lifestyle choice.**