



Design and Technology Curriculum Overview

| Year A | | | |
|-----------------|---|---|---|
| | Y1/Y2 | Y3/Y4 | Y5/Y6 |
| Autumn 2 | <p><u>Mechanisms</u></p> <p>Can I design, make and evaluate my own weather station using sliders?</p> | <p><u>Cooking and Nutrition</u></p> <p>Can I design, make and evaluate a Christmas cake?</p> | <p><u>Mechanisms</u></p> <p>Can I design and make a pulley system?</p> |
| Spring 2 | <p><u>Cooking and Nutrition</u></p> <p>Can I design, make and evaluate smoothies using fruit and vegetables?</p> | <p><u>Electrical</u></p> <p>Can I design, make and evaluate an animal with light up eyes?</p> | <p><u>Mechanisms</u></p> <p>Can I design, make and evaluate my own rocket launcher?</p> |
| Summer 2 | <p><u>Structure</u></p> <p>Can I design, make and evaluate my own holiday cottage?</p> | <p><u>Mechanisms</u></p> <p>Can I design, make and evaluate a fan powered boat?</p> | <p><u>Cooking and Nutrition</u></p> <p>Can I design, make and evaluate a WW2 rationing recipe?</p> |
| Year B | | | |
| | Y1/Y2 | Y3/Y4 | Y5/Y6 |
| Autumn 2 | <p><u>Mechanisms</u></p> <p>Can I design, make and evaluate a moving vehicle? (link to London Maps)</p> | <p><u>Computing and Programming</u></p> <p>Can I program, monitor and control a bee-bot around a map of Foxhole?</p> | <p><u>Electrical</u></p> <p>Can I design, make and evaluate a light up Christmas decoration with a switch?</p> |
| Spring 2 | <p><u>Cooking and Nutrition</u></p> <p>Can I design, make and evaluate smoothies using fruit and vegetables?</p> | <p><u>Cooking and Nutrition</u></p> <p>Can I design, make and evaluate a traditional Italian dish?</p> | <p><u>Structure</u></p> <p>Can I design, make and evaluate my own exploding volcano?</p> |
| Summer 2 | <p><u>Cooking and Nutrition</u></p> <p>Can I design, make and taste your own version Cornish pasty?</p> | <p><u>Structure</u></p> <p>Can I design, make and evaluate my own castle?</p> | <p><u>Computing and Programming</u></p> <p>Can I program an animation (animal moving in their habitat)?</p> |