



MACAULAY CE SCHOOL
DESIGN TECHNOLOGY OVERVIEW

	AUTUMN (2)	SPRING (2)	SUMMER (2)
Year 1	<ul style="list-style-type: none"> • Sliders and Levers: Moveable parts for a Christmas card. Investigating books and other products, designing own ideas, cutting, shaping and joining card, evaluation of own product. 	<ul style="list-style-type: none"> • Freestanding Structures: designing, making and evaluating model swings and slides. Communicating ideas through talk and drawing, selecting tools and techniques, selecting materials, using simple finishing techniques, evaluating the product. 	<ul style="list-style-type: none"> • Preparing Fruit and Vegetables: designing and making healthy fruit smoothies/fruit salad. Ideas are communicated through talking. Children practise spreading and placing and some use of utensils
Year 2	<ul style="list-style-type: none"> • Wheels and axels: designing and making a vehicle for a Mars Rover • Making frames and boats: junk modelling and explorers day 	<ul style="list-style-type: none"> • Textiles: templates and joining techniques designing, making and evaluating a glove puppet for a story character. This includes creating templates and mock ups, selecting equipment, marking, cutting, joining, evaluating. 	<ul style="list-style-type: none"> • Preparing Fruit & Vegetables: design and make a healthy meal for a picnic including, vegetable salads and vegetable kebabs (to be cooked). Design considers texture and purpose and is communicated through drawing. Knowledge links made to farming. Children use utensils to peel, grate, slice and chop safely
Year 3	<ul style="list-style-type: none"> • 2d to 3d shapes product: Making a purse, using patterns and templates, joining materials, cutting, joining, reinforcing, creating with a purpose for an audience, evaluation 	<ul style="list-style-type: none"> • Healthy and Varied Diet: Salads – choosing a base and dressing. Hygienic preparation of food, balanced and healthy diet, using utensils and equipment to prepare and combine ingredients 	<ul style="list-style-type: none"> • Shell Structures: memory boxes, joining, cutting and finishing techniques using paper and card, physical properties of 2D and 3D shapes
Year 4	<ul style="list-style-type: none"> • Simple Circuits and Switches: designing an electrical circuit with a purpose (e.g. toy), cutting and joining, gathering user's needs and designing to these, selecting materials, evaluating 	<ul style="list-style-type: none"> • Levers and Linkages: Information book on elemental disasters exploring mechanisms such as flaps, levers and sliders and developing cutting, joining and finishing techniques. Making and evaluating. 	<ul style="list-style-type: none"> • Healthy and Varied Diet: designing and making sandwiches/ toastie for friends and family for a range of occasions.

Year 5	<ul style="list-style-type: none"> • Celebrating Culture and Seasonality: Baking – Christmas biscuits designing a healthy and nutritional festive treat, meeting the consumer’s needs, preparing a design, handling utensils, food preparation and heat sources 	<ul style="list-style-type: none"> • Frame Structures: Making small frame structures (e.g. tents) including a mini Anderson shelter, measuring, marking out, cutting, joining, shaping and finishing techniques, generate ideas, make prototypes, annotated designs, evaluate their structure against others 	<ul style="list-style-type: none"> • Pulleys or Gears: designing a pulley system (including a base with wheels) to pull a heavy load up a mountain. Working with axles, wheels, gears, cutting, joining, pulley systems, problem solving, team work, negotiation, evaluation
Year 6	<ul style="list-style-type: none"> • Celebrating Culture and Seasonality: Soup and bread. Designing a healthy and nutritional festive treat, meeting the consumer’s needs, preparing a design, handling utensils, food preparation and heat sources 	<ul style="list-style-type: none"> • Combining Different Fabric Shapes: Making an apron, research, survey, generate, innovative ideas, basic stitching, joining textiles, making and using patterns, strengthening and reinforcing fabrics, finishing materials 	<ul style="list-style-type: none"> • More Complex Switches: Through burglar alarms/electrical board game series circuit computer control software, designing a function product which responds to changes in the environment, formulating step by step plan to make, testing, evaluating