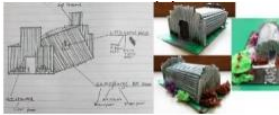


Design and Technology Overview – St Hubert's

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	EYFS work on Design and Technology throughout the year, within topic-based lessons and throughout the continuous provision. This can be seen indoors and outdoors, within the areas of learning. For example, constructing a log cabin during 'Walking in a Winter Wonderland' using different resources each day such as junk modelling, Duplo, large wooden blocks, den building, natural resources, etc. Design and Technology can also be seen within the STEM lessons during the Summer Term. Design and Technology is linked to 'Expressive Arts and Design', under 'Creating with Materials'.					
Owls (Reception & Year 1)	Food Technology- Fruit Salad Chopping, peeling, preparing and cooking.	<u>Art</u>	Structures- Furniture- Design a chair for Supertato- free-standing structure.	<u>Art</u>	Mechanisms- Making a moving dinosaur- levers and sliders.	<u>Art</u>
Hawks (Years 1 & 2)	Food Technology- Salads- healthy eating. Link to processed foods- impact on health. Chopping, peeling, preparing and cooking.	<u>Art</u>	Textiles- make a bag for The Jolly Postman- using the running stitch.	<u>Art</u>	Mechanisms- Making a fairytale slider.	<u>Art</u>
Class 3 (Year 3+4)	Structures - Create shell structure- garden flower boxes.	<u>Art</u>	Textiles- Laptop cover- Cross-stitch and applique.	<u>Art</u>	Food Technology - Seasonal tart- Using seasonal fruits, design and make a fruit tart using puff pastry- link to healthy/balanced diet. Link to processed foods and impact on health. Rolling, cutting, baking. (Link to previous Y2 unit)	<u>Art</u>

	Food Technology- Toasties/pitta pockets Grating, cutting, spreading. (Link to previous Y2 unit)		Mechanisms- pulleys and gears-		Electrical- Children's game- create a game that moves or lights up using electrical circuit.	
Class 4 (Year 4+5)	Food Technology - Find out about fruit, vegetables and foods are grown in countries studied in Geography- Create a world themed menu (groups of children could be given a country to create a menu).	<u>Art</u>	Textiles- Fastenings- book sleeve – sewing fastening on using a choice of stitch and stitching decorations onto sleeve. Book sleeve for a child of their age range (themselves)	<u>Art</u>	Electrical- Designing a night light including an electrical system and switch. Or Fairground rides	<u>Art</u>
	Mechanisms- Using a range of materials, design and make a car with a working slingshot mechanism and house the mechanism using a range of nets- pulleys		Structures- Bridges- Strength Landmarks structures. Create a shell or frame structures make structures more stable by giving them a wide base.		Food Technology- Bread- The Great Bread Bake off- children to design and make a bread show stopper design.	
Class 5 (Year 5+6)	Structures- WW2 Anderson Bunkers- Creating and designing a bunker that will keep an egg safe under an attack (dropping a ball on	<u>Art</u>	Mechanisms- Research existing playground equipment and their different forms, before designing and developing a range of apparatus to meet a list of specified design criteria.	<u>Art</u>	Food Technology- Pizzas- using a range of peeling, cutting, mashing, kneading etc. skills to design and make a pizza for a balanced diet.	<u>Art</u>

	top). 					
	Food Technology- Savoury scones and savoury muffins for an afternoon tea party for people suffering with Diabetes.		Electrical Systems- Computing- programming- monitoring and control		Textiles- Design a pair of slippers- using a range of stitches, materials, decorations and attachments.	

DT Sequence:

Lesson 1- RESEARCH (key figures), **Lessons 2 & 3-** DESIGN, **Lessons 4 & 5-** MAKE, **Lesson 6-** EVALUATE (KS2- self and peer evaluation)