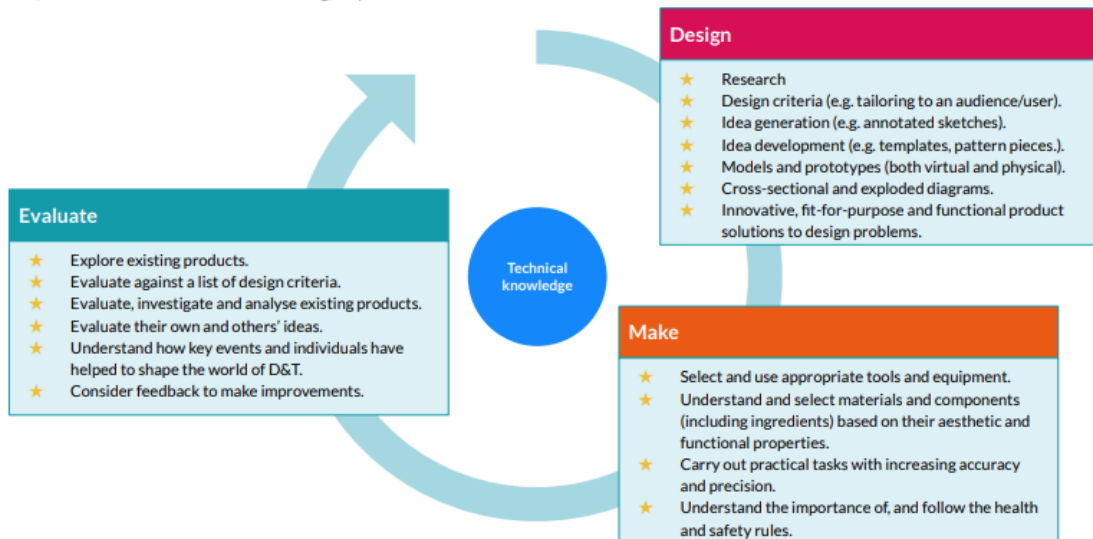


St Mary's CofE Design and Technology Yearly Overview

At St Mary's we follow the Kapow Primary's Design and Technology scheme of work which covers the requirements of the National Curriculum.

The design process

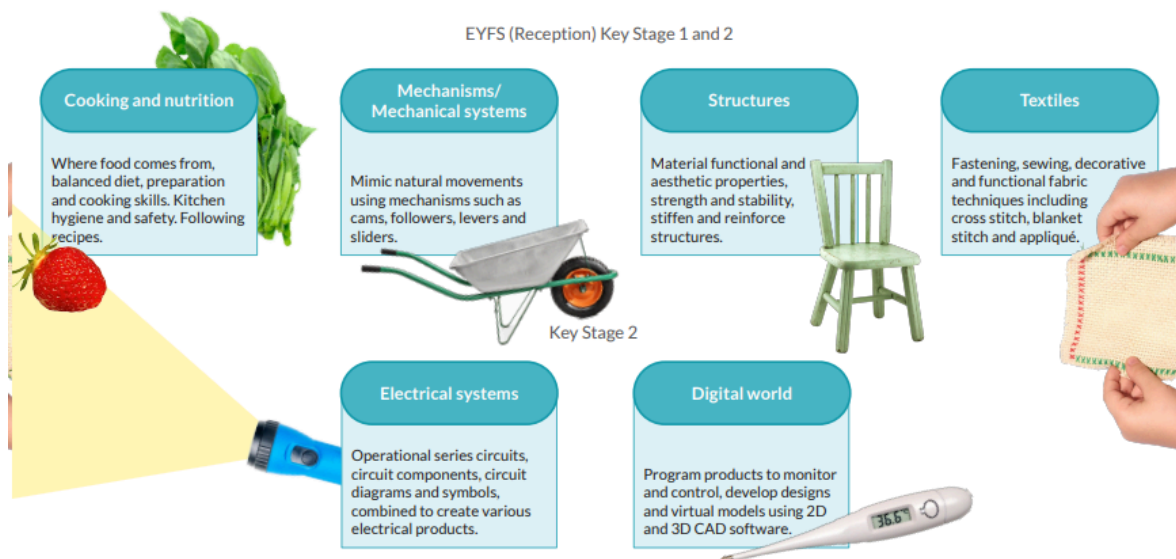
The Design and technology National Curriculum outlines the three main stages of the design process: design, make and evaluate. Each Kapow Primary unit follows these stages, to form a full project. Each stage of the design process is underpinned by technical knowledge which encompasses the contextual, historical and technical understanding, required for each strand.



Cooking and nutrition* has a separate section in the D&T National Curriculum, with additional focus on specific principles, skills and techniques in food, including where food comes from, diet and seasonality. Cooking and nutrition units still follow the design process summarised above, for example by tasking the pupils to develop recipes for a specific set of requirements (design criteria) and to suggest methods of packaging the food product including the nutritional information.

Key areas

The six key areas are revisited each year, with Electrical systems and Digital world beginning in KS2. The areas enable all subject leads, specialists or non-specialists, to understand and make it easy for teachers to see prior and future learning for your pupils. You can see, at a glance, how the unit you are teaching fits into their wider learning journey.



School Yearly Overview - Units Covered

Foundation Stage:

- Structures - Junk Modelling
- Structures - Boats
- Cooking and nutrition - Soup
- Seasonal Projects - Hibernation box, Christmas card - sliding Santa (*mechanism*)
- Continuous provision including construction toys, junk modelling, threading and paper weaving.

Year 1:

- Structures - Constructing a windmill (Autumn 1)
- Textiles - Puppets (Spring 1)
- Cooking and nutrition - Smoothies (Summer 1)

Year 2:

- Mechanisms - Fairground Wheel (Autumn 2)
- Mechanisms - Making a Moving Monster (Spring 2)
- Structures - Baby Bear's Chair (Summer 2)
- Cooking and nutrition - A Balanced Diet (Summer 2 - standalone)

Year 3:

- Structures - Constructing a Castle (Autumn 2)
- Mechanisms - Pneumatic Toys (Autumn 2 - standalone)
- Digital World - Wearable Technology (Spring 2)
- Cooking and nutrition - Eating Seasonally (Summer 2)
- Textiles - Cross-stitch and applique (Summer 2 - standalone)

Year 4:

- Structures - Egyptian Monuments (Autumn 1)
- Cooking and nutrition - Adapting a Recipe (Autumn 2)
- Mechanisms - Making a Slingshot Car (Spring 2)
- Electrical systems - Torches (Summer 2)

Year 5:

- *Structures* - Bridges (Autumn 1 2024)
- *Textiles* - Soft toys and Button Waistcoats (Autumn 2)
- *Mechanisms* - Pop-up Books (Spring 2)
- *Electrical systems* - Doodlers (Summer 2)

Year 6:

- *Structures* - Playgrounds (Autumn 2)
- *Digital World* - Navigating the World (Spring 2)
- *Cooking and nutrition* - Developing a recipe (Summer 2)

Golden Threads:

- Design
- Make
- Evaluate

Technical Knowledge:

- Cooking and Nutrition
- Structures
- Mechanisms
- Electrical Systems
- Textiles
- Digital World