



**Deanery Primary School**  
**Design and Technology Overview**

|        | Autumn Term  | Spring Term   | Summer Term   |
|--------|--|---|---|
| Year 1 | <p><u>Mechanisms – Wheels and Axis.</u> Making a vehicle.</p> <ul style="list-style-type: none"> <li>• Exploring how vehicles move and the parts which are necessary for this action.</li> <li>• To design our own small scale vehicle.</li> <li>• Learn technical terms for vehicle parts.</li> <li>• To evaluate and improve upon our work.</li> </ul> | <p><u>Structures – Freestanding Structures</u><br/>Making a chair for a toy</p> <ul style="list-style-type: none"> <li>• Design, make and evaluate playground equipment for children in reception class to use for role play in the small world area.</li> <li>• To explore different ways of joining and strengthening materials</li> <li>• To explore the components, materials and features of different playground equipment</li> </ul> | <p><u>Cooking – Preparing Fruit and Vegetables</u><br/>Making a fruit salad</p> <ul style="list-style-type: none"> <li>• Taste different fruits and make choices on what fruits they would like to include in their fruit salad</li> <li>• Design a fruit salad for the class to share with our guest speakers coming in to talk about their living memories.</li> <li>• Using simple utensils to grate, peel, slice and squeeze.</li> <li>• Evaluate their work against their design criteria</li> </ul> |
| Year 2 | <p><u>Mechanisms – Sliders and Levers.</u><br/>Christmas card for their family</p> <ul style="list-style-type: none"> <li>• Exploring products with moving parts.</li> <li>• Finding out different ways to create sliders and levers.</li> <li>• Making a Christmas card using moving parts.</li> <li>• Evaluate the final product</li> </ul>            | <p><u>Textiles – Templates and Joining</u><br/>Making a hand puppet</p> <ul style="list-style-type: none"> <li>• Investigate existing puppets to explore materials to use.</li> <li>• Create and use templates.</li> <li>• Learn different techniques for joining materials.</li> <li>• Make a hand puppet.</li> <li>• Evaluate the final product</li> </ul>  | <p><u>Food – Preparing Fruit and Vegetable</u><br/>Making a fruit smoothie</p> <ul style="list-style-type: none"> <li>• Investigating existing smoothies to explore ingredients to use.</li> <li>• Discussing and applying hygiene measures in cooking.</li> <li>• Using simple utensils to grate, peel, slice and squeeze.</li> <li>• Tasting different fruits and making choices on what they would like to include.</li> <li>• Evaluating the final product</li> </ul>                                 |



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| Year 3 | <p><u>Mechanical Systems- Pneumatics</u><br/>Making a pneumatic toy.</p> <ul style="list-style-type: none"><li>• Investigate pneumatic toys.</li><li>• Design their own toy for a target audience.</li><li>• To explore different ways their pneumatics can function</li><li>• Evaluate their work against a design criteria.</li></ul>   | <p><u>Structures- Shell Structures</u><br/>Making a desk caddy</p> <ul style="list-style-type: none"><li>• Investigate shell structures including packaging looking at the purpose and material</li><li>• Design their own desk tidy against a design criteria</li><li>• Choose appropriate materials and design the shell structure</li><li>• Evaluate their work against the design criteria</li></ul> | <p><u>Food – Healthy and Varied Diet</u><br/><u>Making a healthy pizza</u></p> <ul style="list-style-type: none"><li>• To design, make and evaluate a pizza.</li><li>• Plan the main stages of a recipe.</li><li>• Select appropriate utensils to prepare and combine ingredients.</li><li>• Discussing and applying hygiene measures in cooking.</li><li>• Tasting foods and deciding what they would like to include</li><li>• Evaluating their work against the design criteria</li></ul>  |
| Year 4 | <p><u>Food – Healthy and Varied Diet.</u><br/>Making a flatbread</p> <ul style="list-style-type: none"><li>• To design, make and evaluate a flatbread for children to eat on the go.</li><li>• Plan the main stages of a recipe.</li><li>• Select appropriate utensils to prepare and combine ingredients.</li><li>• Discussing and applying hygiene measures in cooking.</li></ul> | <p><u>Electrical Systems – Circuits and Switches</u><br/>Making an electrical game</p> <ul style="list-style-type: none"><li>• Investigate existing electrical games</li><li>• Explore series circuits and make decisions on appropriate materials.</li><li>• Design and make their own game</li><li>• Evaluate against the design criteria</li></ul>  | <p><u>Textiles – 2D shape to 3D product</u><br/>Making a wallet/purse</p> <ul style="list-style-type: none"><li>• Generate realistic ideas through discussion and design criteria for an appealing, functional product fit for purpose and specific user/s.</li><li>• Produce annotated sketches, prototypes, final product sketches and pattern pieces.</li><li>• Select and use a range of appropriate tools with some accuracy e.g. cutting, joining and finishing.</li><li>• Select fabrics and fastenings according to their functional characteristics e.g. strength, and aesthetic qualities e.g. pattern.</li></ul> |



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| Year 5 | <p><u>Textiles – Combining Different Fabrics</u><br/>Making a phone case</p> <ul style="list-style-type: none"><li>• Design purposeful, functional, appealing products for the intended user that are fit for purpose based on a simple design specification</li><li>• Select from and use a range of tools and equipment to make products that are accurately assembled and well finished</li><li>• Evaluate their work against their design criteria</li></ul> | <p><u>Food – Culture and Seasonality</u><br/>Making healthy burgers</p> <ul style="list-style-type: none"><li>• Taste testing new ingredients and deciding what works well together</li><li>• Choosing their own ingredients for their burgers</li><li>• Designing a burger for an intended audience</li><li>• Evaluating their work against the design criteria</li><li>• Discussing and applying hygiene measures in cooking</li></ul>        | <p><u>Structures – Frames and Structures</u><br/>A frame structure to protect people from rain</p> <ul style="list-style-type: none"><li>• Explore existing frame structures</li><li>• Explore using different joining techniques</li><li>• Use a design criteria to design their own freestanding structure</li><li>• Use a range of tools safely when making their product.</li><li>• Evaluate their work against the design criteria</li></ul>   |
| Year 6 | <p><u>Electrical Systems – Circuits and Switches</u><br/>Make an electrical Christmas card</p> <ul style="list-style-type: none"><li>• Investigate different cards</li><li>• Design their own card appropriate for the user</li><li>• Evaluate their work against the design criteria</li></ul>  | <p><u>Food – Culture and Seasonality</u><br/>Making spring rolls</p> <ul style="list-style-type: none"><li>• Taste testing new ingredients and deciding what works well together</li><li>• Choosing their own ingredients for their spring roll</li><li>• Designing a spring roll for an intended audience</li><li>• Evaluating their work against the design criteria</li><li>• Discussing and applying hygiene measures in cooking.</li></ul> | <p><u>Switches and Pulleys</u><br/>Making a fairground ride</p> <ul style="list-style-type: none"><li>• Investigate and draw ideas.</li><li>• Investigate and learn how pulleys work.</li><li>• Represent and build a circuit with a motor.</li><li>• Design a fairground ride against a design criteria with an intended user</li><li>• Make a fairground ride deciding appropriate materials to use and including a circuit</li><li>• Evaluate their work against a design criteria</li></ul> |