

## St. Bernadette's Design & Technology Curriculum Overview



	Autumn Term	Spring Term	Summer Term
<b>EYFS</b>	<b>Continuous Provision &amp; Enhanced Provision</b> Scaffolded learning Planning, designing, making and developing DT skills and knowledge. Seasonal Projects Junk Modelling: <b>Outcome:</b> Pupils will be encouraged to 'tinker' using a combination of materials and joining techniques (temporary and permanent). <b>Key Areas for Knowledge and Skills Development: Structures</b>		
<b>Nursery</b>	<b>Outcome:</b> To create a hanging decoration.	<b>Outcome:</b> To create a fruit skewer.	<b>Outcome:</b> To design and build an outdoor den.
	<b>Key Areas for Knowledge and Skills Development:</b> Textiles	<b>Key Areas for Knowledge and Skills Development:</b> Food Technology (Preparing fruit)	<b>Key Areas for Knowledge and Skills Development:</b> Structures
<b>Reception</b>	<b>Outcome:</b> To create a sandwich.	<b>Outcome:</b> To design and make a house or boat.	<b>Outcome:</b> To design and sew a bookmark.
	<b>Key Areas for Knowledge and Skills Development:</b> Food Technology (Preparing vegetables)	<b>Key Areas for Knowledge and Skills Development:</b> Structures	<b>Key Areas for Knowledge and Skills Development:</b> Textiles
<b>Year 1</b>	<b>Outcome:</b> To design and make a puppet to perform a story.	<b>Outcome:</b> To create a healthy smoothie.	<b>Outcome:</b> To design a moving vehicle.
	<b>Key Areas for Knowledge and Skills Development:</b> Textiles	<b>Key Areas for Knowledge and Skills Development:</b> Food Technology (Preparing fruit and vegetables)	<b>Key Areas for Knowledge and Skills Development:</b> Mechanisms (wheels and axels)

<b>Year 2</b>	<b>Outcome:</b> To design and make a moving animal toy.	<b>Outcome:</b> To create a healthy wrap.	<b>Outcome:</b> To design a bench for our locality.
	<b>Key Areas for Knowledge and Skills Development:</b> Mechanisms (Levers and linkages)	<b>Key Areas for Knowledge and Skills Development:</b> Food Technology (Preparing fruit and vegetables)	<b>Key Areas for Knowledge and Skills Development:</b> Structures
<b>Year 3</b>	<b>Outcome:</b> To design and makes a cushion.	<b>Outcome:</b> To make a tart using seasonal food items.	<b>Outcome:</b> To design a shell structure.
	<b>Key Areas for Knowledge and Skills Development:</b> Textiles	<b>Key Areas for Knowledge and Skills Development:</b> Food Technology	<b>Key Areas for Knowledge and Skills Development:</b> Structures (CAD)
<b>Year 4</b>	<b>Outcome:</b> To design a bird hide.	<b>Outcome:</b> To adapt an existing recipe.	<b>Outcome:</b> To design and make a torch.
	<b>Key Areas for Knowledge and Skills Development:</b> Structures	<b>Key Areas for Knowledge and Skills Development:</b> Food Technology	<b>Key Areas for Knowledge and Skills Development:</b> Electrical systems
<b>Year 5</b>	<b>Outcome:</b> To design and make a teddy bear.	<b>Outcome:</b> To create a healthier alternative.	<b>Outcome:</b> To create a pop-up book.
	<b>Key Areas for Knowledge and Skills Development:</b> Textiles	<b>Key Areas for Knowledge and Skills Development:</b> Food Technology	<b>Key Areas for Knowledge and Skills Development:</b> Mechanical systems
<b>Year 6</b>	<b>Outcome:</b> To create an automata toy.	<b>Outcome:</b> To plan and make recipes for a class recipe book.	<b>Outcome:</b> To design and make a steady hand game.
	<b>Key Areas for Knowledge and Skills Development:</b> Mechanical systems	<b>Key Areas for Knowledge and Skills Development:</b> Food Technology	<b>Key Areas for Knowledge and Skills Development:</b> Electrical systems