St. Bernadette's Design & Technology Curriculum Overview

	Autumn Term	Spring Term	Summer Term
EYFS	- Explore, use and refine a variety of artistic effects to express their ideas and feelings. - Return to and build on their previous learning, refining ideas and developing their ability to represent them. - Create collaboratively sharing ideas, resources and skills. - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function □ Share their creations, explaining the process they have used - Make use of props and materials when role playing characters in narratives and stories.		
Year 1	**Outcome:** To design and makes a moving vehicle.	**Outcome:** To create a healthy smoothie.	**Outcome**: To design and make a puppet to perform a story.
	Key Areas for Knowledge and Skills Development: Mechanisms (wheels and axels)	**Key Areas for Knowledge and Skills Development:** Food Technology (Preparing fruit and vegetables)	**Key Areas for Knowledge and Skills Development:** Textiles
Year 2	**Outcome:** To design and make a moving animal toy.	**Outcome:** To create a healthy wrap.	**Outcome**: To design a bench for our locality.
	Key Areas for Knowledge and Skills Development: Mechanisms (Levers and linkages)	**Key Areas for Knowledge and Skills Development:** Food Technology (Preparing fruit and vegetables)	**Key Areas for Knowledge and Skills Development:** Structures
Year 3	**Outcome:** To design and makes a cushion.	**Outcome:** To make a tart using seasonal food items.	**Outcome**: To design a shell structure.
	Key Areas for Knowledge and Skills Development: Textiles	**Key Areas for Knowledge and Skills Development:** Food Technology	**Key Areas for Knowledge and Skills Development:** Structures (CAD)
Year 4	**Outcome:** To design a bird hide.	**Outcome:** To adapt an existing recipe.	**Outcome**: To design and make a torch.
	Key Areas for Knowledge and Skills Development: Structures	**Key Areas for Knowledge and Skills Development:** Food Technology	**Key Areas for Knowledge and Skills Development:** Electrical systems

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Year 5	**Outcome:** To design and make a teddy bear.	**Outcome:** To create a healthier alternative.	**Outcome**: To create a pop-up book.
	Key Areas for Knowledge and Skills Development: Textiles	**Key Areas for Knowledge and Skills Development:** Food Technology	**Key Areas for Knowledge and Skills Development:** Mechanical systems
Year 6	**Outcome:** To create an automata toy.	**Outcome:** To plan and make recipes for a class recipe book.	**Outcome**: To design and make a steady hand game.
	Key Areas for Knowledge and Skills Development: Mechanical systems	**Key Areas for Knowledge and Skills Development:** Food Technology	**Key Areas for Knowledge and Skills Development:** Electrical systems