

Design and Technology Overview – What will the children be learning this year?

	Project 1	Project 2		Project 3
Reception	Key D&T Experiences	Key D&T Experiences		Key D&T Experiences
	Daily opportunities to design and create with a variety of resources available in the craft area			
	Designing and making bug houses Designing and Making a Paper Plate Puppets Using Knex to build models of machines Pop Up Christmas Cards	Food tasting and exploration of vegetables Exploring a healthy packed lunch		Designing and Making a simple sandwich and homemade lemonade Designing and making underwater creature models
Year 1	Cooking and Nutrition	Mechanisms		Structures
	Design, make and evaluate a fruit or vegetable kebab (product) for myself (user) to eat at the woodland forest party (purpose)	Design, make and evaluate a moon buggy (product) for an alien (user) for moving around its planet (purpose)		Design, make and evaluate an animal shelter (product) for an animal (user) to keep them safe and dry (purpose).
Year 2	Cooking and Nutrition	Mechanisms		Textiles
	Design, make and evaluate a bread roll (product) for myself (user) to eat (purpose)	Design, make and evaluate a moving picture with a mechanism (product) for Poppy and Daisy Class (user) to share at story time. (purpose).		Design, make and evaluate a puppet (product) for myself (user) to put on a class puppet show (purpose)
Year 3	Mechanical Systems - Pneumatics	Mechanical Systems		Cooking and Nutrition
	Design, make and evaluate a mighty mascot for a country for the Winter Olympic Games.	Design, make and evaluate a geographical technical teaching tool (product) for children (user) to help learn about a volcanoes or rocks (purpose).		Design, make and evaluate a healthy sandwich (product) for myself (user) for lunch (purpose).
Year 4	Textiles	Cooking and Nutrition	Electrical Systems	Structures - CAD design and shell structures
	Design, make and evaluate felt decoration (product) for myself (user) decorate a bag or hang in a room (purpose)	Design, make and evaluate a Mexican quesadilla (product) for myself (user) for our Mexican Feast. (purpose).	Design, make and evaluate a Christmas Card (product) for a friend or family (user)	Design, make and evaluate a potion box (product) for themselves (user) to contain a potion bottle (purpose).

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			to give at Christmas (purpose)	
Year 5	Cooking and Nutrition	Structures – Truss Bridges		Mechanical systems
	Design, make and evaluate a vegetable casserole (product) for the class (user) to eat (purpose)	Design, make and evaluate a bridge with specific design criteria (product) for President Macron (user) to replace the Pont Notre Dame. (purpose).		Electrical systems
Year 6	Cooking and Nutrition	Electrical Systems		Textiles – Using CAD
	Design, make and evaluate a couscous (product) for myself/family (user) for dinner (purpose)	Design, make and evaluate an electronic code machine (product) for someone (user) to send and receive messages (purpose)		Design, make and evaluate a fabric phone case product) for yourself or friend/family (user) to store and protect a phone (purpose).