



DT Yearly Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<p>Mechanisms</p> <p>Making a moving storybook Introduce and explore simple mechanisms, such as sliders, wheels and axles in their designs. Recognise where mechanisms such as these exist in toys and other familiar products. Experiment with sliders before planning and making three pages of a moving story book, based on a familiar story, drawing the page backgrounds, creating the moving parts and assembling it.</p>	<p>Structures</p> <p>Constructing a windmill Build structures such as windmills and chairs, exploring how they can be made stronger, stiffer and more stable. Recognise areas of weakness through trial and error. Construct a windmill to complete a request from a user. Develop an understanding of different types of windmill, how they work and their key features. Begin to use technical skills such as making evenly spaced cuts and adding weight to ensure a successful structure.</p>	<p>Mechanisms</p> <p>Wheels and axles Introduce and explore simple mechanisms, such as sliders, wheels and axles in their designs. Recognise where mechanisms such as these exist in toys and other familiar products. Learn about the main components of a wheeled vehicle. Develop understanding of how wheels, axles and axle holders work; problem-solve why wheels won't rotate; to design and build their own vehicle designs.</p>	<p>Textiles</p> <p>Our Fabric faces. Explore and become familiar with the names of different fabrics and learn how to choose and manipulate fabrics to create different effects. They will also learn how to join fabrics in a variety of ways, and apply these skills to create their own fabric face.</p>	<p>Textiles</p> <p>Puppets Explore different methods of joining fabrics and experiment to determine the pros and cons of each technique. Explore different ways of joining fabrics before creating hand puppets based upon characters from a well-known fairytale. Develop technical skills of cutting, glueing, stapling and pinning.</p>	<p>Cooking and nutrition</p> <p>Children will understand where food comes from. Handle and explore fruits and vegetables and learn how to identify fruit.</p>



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<p>Year 2</p>	<p>Structures Baby bear's chair Using the tale of Goldilocks and the Three Bears as inspiration, pupils help Baby Bear by making him a brand new chair, exploring different shapes and materials. When designing the chair, they consider his needs and what he likes.</p>	<p>Mechanisms Fairground wheel. Design and create a functional Ferris wheels, consider how the different components fit together so that the wheels rotate and the structure stands freely. Select appropriate materials and develop their cutting and joining skills.</p>	<p>Mechanisms Making a moving monster After learning the terms: pivot, lever and linkage, pupils design a monster that will move using a linkage mechanism. Pupils practise making linkages and experiment with various materials to bring their monsters to life.</p>	<p>Textiles Pouches Introduction to sewing. Pupils make their own template, accurately cut their fabric and sew a basic running stitch.</p>	<p>Textiles Puppets Explore different methods of joining fabrics and experiment to determine the pros and cons of each technique. Explore different ways of joining fabrics before creating hand puppets based upon characters from a well-known fairytale. Develop technical skills of cutting, glueing, stapling and pinning.</p>	<p>Cooking and nutrition Explore and learn what forms a balanced diet.</p>
<p>Year 3</p>	<p>Textiles Cross stitch and appliqué Cushions Introduce two new skills to add to the pupils' repertoire: cross stitch and</p>	<p>Mechanical systems Pneumatic toys Design and create a toy with a pneumatic system, learning how trapped air can be used to create a product with moving</p>	<p>Structure Constructing a castle Learning about the features of a castle, pupils design and make one of their own. They will also be using configurations</p>	<p>Textiles Puppets Explore different methods of joining fabrics and experiment to determine the pros</p>	<p>Mechanisms Making a moving monster After learning the terms: pivot, lever and linkage, pupils design a monster that will move using a</p>	<p>Cooking and nutrition Eating seasonally Pupils discover when and where fruits and vegetables are grown and learn about seasonality in different countries.</p>



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	<p>appliqué. Pupils apply their knowledge to the design, decoration and assembly of their own cushions.</p>	<p>parts. Pupil are introduced to thumbnail sketches and exploded diagrams.</p>	<p>of handmade nets and recycled materials to make towers and turrets before constructing a stable base.</p>	<p>and cons of each technique. Explore different ways of joining fabrics before creating hand puppets based upon characters from a well-known fairytale. Develop technical skills of cutting, glueing, stapling and pinning.</p>	<p>linkage mechanism. Pupils practise making linkages and experiment with various materials to bring their monsters to life.</p>	
Year 4	<p>Structure Colosseum Exploring colosseum structures, learning about what they are used for and investigate how to create strong and stable structures before designing and creating their own colosseums.</p>	<p>Textiles Fastenings Building upon their sewing skills from previous years, pupils design and create a book sleeve; exploring a variety of fastenings and selecting the most appropriate for their design based on strength and appropriate-use.</p>	<p>Mechanical systems Making a slingshot car Transform lollipop sticks, wheels, dowel and straws into a moving car. Pupils use a glue gun to construct, make the launch mechanism, design and create the chassis of a vehicle using nets.</p>	<p>Textiles Stuffed toys Create a stuffed toy by applying skills learnt in previous units. Introduce blanket stitch.</p>	<p>Structures Bridges After learning about various types of bridges and exploring how the strength of structures can be affected by the shapes used, create their own bridge and test its durability - using woodworking tools and techniques.</p>	<p>Cooking and nutrition Adapting a recipe Work in groups to adapt a simple biscuit recipe.</p>



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<p>Year 5</p>	<p>Textiles Stuffed toys Create a stuffed toy by applying skills learnt in previous units. Introduce blanket stitch.</p>	<p>Mechanical systems Making a pop-up book Create a four-page pop-up story book design, incorporating a range of functional mechanisms that use levers, sliders, layers and spacers to give the illusion of movement through interaction.</p>	<p>Structures Bridges After learning about various types of bridges and exploring how the strength of structures can be affected by the shapes used, create their own bridge and test its durability - using woodworking tools and techniques.</p>	<p>Electrical systems Doodlers Explore series circuits further and introduce motors. Explore how the design cycle can be approached at a different starting point, by investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own.</p>	<p>Textiles Fastenings Building upon their sewing skills from previous years, pupils design and create a book sleeve; exploring a variety of fastenings and selecting the most appropriate for their design based on strength and appropriate-use.</p>	<p>Cooking and nutrition Developing a recipe Research and modify a traditional Bolognese sauce recipe to improve the nutritional value.</p>
<p>Year 6</p>	<p>Structures Playgrounds Design and create a model for a new playground featuring five apparatus, made from three different structures. Using a footprint as the base, practise visualising</p>	<p>Textiles Waistcoats Select fabrics, use templates, pin, decorate and stitch materials together to create a waistcoat for a person or purpose of their choosing. Create or use a</p>	<p>Mechanical systems Automata toys Use woodworking skills, pupils construct an automata; measuring and cutting their materials, assembling the frame, choosing cams and designing the</p>	<p>Textiles Stuffed toys Create a stuffed toy by applying skills learnt in previous units. Introduce blanket stitch.</p>	<p>Structures Bridges After learning about various types of bridges and exploring how the strength of structures can be affected by the shapes used, create their own bridge and</p>	<p>Cooking and nutrition Come dine with me Research a three-course meal and the journey of their main ingredient from 'farm to fork' and write a favourite recipe.</p>

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	objects in plan view and get creative including natural features.	pattern template to fit a desired person or item (e.g. teddy bear).	characters that sit on the followers to form an interactive shop display.		test its durability - using woodworking tools and techniques.	
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