



D+T Long-term Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	<u>Eating Seasonally</u>	<u>Pneumatic Toys</u>		<u>Roman Sandals</u>		<u>Egyptian Collars</u>
Year 4	<u>Adapting a Recipe</u>		<u>Electrical Systems: Torches</u>			<u>Pavilions</u>
Year 5		<u>Developing a Recipe</u>			<u>Stuffed Toys</u>	<u>Doodlers</u>
Year 6		<u>Mechanical Systems: Automata Toys</u>			<u>Buzzer Game</u>	<u>Come Dine with Me</u>

	Autumn 1	Autumn 2
Year 3	<u>Eating Seasonally</u> Pupils discover when and where fruits and vegetables are grown and learn about seasonality in the UK. They respond to a design brief to design a seasonal food tart using ingredients harvested in the UK in May and June.	<u>Pneumatic Toys</u> Explore how squashed air can be used to create movement within a mechanism and apply this to design and build a working pneumatic toy. Consider that different diagrams have their own purpose and begin to use different drawings as part of the design process.

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Year 4	<p><u>Adapting a Recipe</u> Work in groups to adapt a simple biscuit recipe, to create a biscuit suited to a chosen target audience. They ensure that their creation comes within a given budget of overheads and ingredients.</p>	
Year 5		<p><u>Developing a Recipe</u> Research and modify a traditional bolognese sauce recipe to improve the nutritional value. Cook improved version and create packaging that fits design criteria. Learn about where beef comes from.</p>
Year 6		<p><u>Automata Toys</u> Use woodworking skills, pupils construct an automata; measuring and cutting their materials, assembling the frame, choosing cams and designing the characters that sit on the followers to form an interactive shop display.</p>

	Spring 1	Spring 2
Year 3		<p><u>Roman Sandals</u> 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>
Year 4	<p><u>Torches</u> Pupils apply their scientific understanding of electrical circuits to create a torch made from recycled and reclaimed materials and objects. They design and evaluate their product against set design criteria</p>	



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Year 5		
Year 6		

	Summer 1	Summer 2
Year 3		<p><u>Egyptian Collars</u> Introduce two new skills to add to the pupils' repertoire: cross stitch and appliqué. Pupils apply their knowledge to the design, decoration and assembly of their own cushions or Egyptian collars</p>
Year 4		<p><u>Pavilions</u> Exploring pavilion structures, learning about what they are used for and investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.</p>
Year 5	<p><u>Stuffed Toys</u> Create a stuffed toy by applying skills learnt in previous units. Introduce blanket stitch.</p>	<p><u>Doodlers</u> 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>
Year 6	<p><u>Buzzer Game</u> Design and create a steady hand game, use nets to create the bases and apply knowledge of electrical circuits to build an operational circuit with a buzzer that completes the circuit when the handle makes contact with the wire.</p>	<p><u>Come Dine with Me</u> Research and prepare a three-course meal and taste-test and score their food. Research the journey of their main ingredient from 'farm to fork' and write a favourite recipe.</p>