

Subject	Design and Technology					
Subject						
Leader						
Year	Cooking and Nutrition	Mechanisms	Structures	Textiles	Electrical Systems	Digital world
group						
EYFS						
Vacu 1	Funit and manatables		Constructing winderille	Maline munich		
Year 1	Fruit and vegetables		Constructing windmills	Making puppets		
	Pupils who		Pupils who are <b>secure</b> will be able to:	Pupils who are <b>secure</b> will be		
	are <b>secure</b> will be able		✓ Identify some features	able to:		
	to:		·			
			that would appeal to the client (a mouse) and	✓ Join fabrics together using		
	✓ Describe fruits and		create a suitable design.	pins, staples or glue.		
	vegetables and		✓ Explain how their design	✓ Design a puppet and use a		
	explain why they are		appeals to the mouse.	template.		
	a fruit or a		✓ Make stable structures.	✓ Join their two puppets'		
			which will eventually	faces together as one.		
	vegetable.		support the turbine, out	✓ Decorate a puppet to match		
	✓ Name a range of		of card, tape and glue.	their design.		
	places that fruits and		✓ Make functioning			
	vegetables grow.		turbines and axles that			
	✓ Describe basic		are assembled into the			
	characteristics of		main supporting			
	fruit and vegetables.		structure.			
	✓ Prepare fruits and		✓ Say what is good about			
	vegetables to make		their windmill and what			
	a smoothie.		they could do better.			
	a simodine.					



Year 2	Fairground wheel	Baby bear's chair	Pouches
	Pupils who are <b>secure</b> will be	Pupils who are <b>secure</b> will be	Pupils who are <b>secure</b> will be
	able to:	able to:	able to:
	<ul> <li>✓ Design and label a wheel.</li> <li>✓ Consider the designs of others and make comments about their practicality or appeal.</li> <li>✓ Consider the materials, shape, construction and mechanisms of their wheel.</li> <li>✓ Label their designs.</li> <li>✓ Build a stable structure with a rotating wheel.</li> <li>✓ Test and adapt their designs as necessary.</li> <li>✓ Follow a design plan to make a completed model of the wheel.</li> </ul>	<ul> <li>✓ Identify man-made and natural structures.</li> <li>✓ Identify stable and unstable structural shapes.</li> <li>✓ Contribute to discussions.</li> <li>✓ Identify features that make a chair stable.</li> <li>✓ Work independently to make a stable structure, following a demonstration.</li> <li>✓ Explain how their ideas would be suitable for Baby Bear.</li> <li>✓ Produce a model that supports a teddy, using the appropriate materials and construction techniques.</li> <li>✓ Explain how they made their model strong, stiff and stable.</li> </ul>	<ul> <li>✓ Sew a running stitch with regular-sized stitches and understand that both ends must be knotted.</li> <li>✓ Prepare and cut fabric to make a pouch from a template.</li> <li>✓ Use a running stitch to join the two pieces of fabric together.</li> <li>✓ Decorate their pouch using the materials provided.</li> </ul>



Year 3	Eating seasonally	Constructing a castle	Electronic charm
	Pupils who are <b>secure</b> will be	Pupils who are <b>secure</b> will be	Pupils who are <b>secure</b> will be able to:
	able to:	able to:	✓ Give a brief explanation of the digital
	✓ Explain that fruits and	✓ Draw and label a simple	revolution and/or remember key
	vegetables grow in	castle that includes the	examples.
	different countries	most common features.	✓ Suggest a feature from the Micro:bit that
	based on their climates.	✓ Recognise that a castle is	is suitable for an eCharm.
	✓ Understand that	made up of multiple 3D	✓ Write a program that initiates a flashing
	'seasonal' fruits and	shapes.	LED panel, or another pattern, on the
	vegetables are those	✓ Design a castle with key	Micro:bit when a button is pressed.
	that grow in a given	features which satisfy a	✓ Identify errors, if testing is unsuccessful,
	season and taste best	given purpose.	by comparing their code to a correct
	then.	✓ Score or cut along lines	example.
	✓ Know that eating	on the net of a 2D shape.	✓ Explain the basic functionality of their
	seasonal fruit and	✓ Use glue to securely	finished program.
	vegetables has a	assemble geometric	✓ Suggest key features for a pouch, with
	positive effect on the	shapes.	some consideration for the overall theme
	environment.	✓ Utilise skills to build a	and the user.
	✓ Design their own tart	complex structure from	✓ Use a template when cutting and
	recipe using seasonal	simple geometric shapes.	assembling a pouch, with some support.
	ingredients.	✓ Evaluate their work by	✓ Describe what is meant by 'point of sale
	✓ Understand the basic	answering simple	display' with an example.
	rules of food hygiene	questions.	✓ Follow basic design requirements using
	and safety.		computer-aided design, drawing at least
	✓ Follow the instructions		one shape with a text box and bright
	within a recipe.		colours, following a demonstration.
			✓ Evaluate their design.



Year 4	Making a slingshot car	Pavilions	Torches	
	Pupils who are <b>secure</b> will be	Pupils who are <b>secure</b> will be	Pupils who are secure will	
	able to:	able to:	be able to:	
	✓ Work independently	✓ Produce a range of	✓ Identify electrical	
	to produce an	free-standing frame	products and explain	
	accurate, functioning	structures of different	why they are useful.	
	car chassis.	shapes and sizes.	✓ Help to make a	
	✓ Design a shape that is	✓ Design a pavilion that	working switch.	
	suitable for the	is strong, stable and	✓ Identify the features	
	project.	aesthetically pleasing.	of a torch and how it	
	✓ Attempt to reduce air	✓ Select appropriate	works.	
	resistance through	materials and	✓ Describe what	
	the design of the	construction	makes a torch	
	shape.	techniques to create a	successful.	
	✓ Produce panels that	stable, free-standing	✓ Create suitable	
	will fit the chassis and	frame structure.	designs that fit the	
	can be assembled	✓ Select appropriate	success criteria and	
	effectively using the	materials and	their own design	
	tabs they have	techniques to add	criteria.	
	designed.	cladding to their	✓ Create a functioning	
	<ul> <li>✓ Construct car bodies</li> </ul>	pavilion.	torch with a switch	
	effectively.		according to their	
	✓ Conduct a trial		design criteria.	
	accurately and draw			
	conclusions and			
	improvements from			
	the results.			



Year 5	Pop up books	Doodlers	What could be healthier?
	Pupils who are <b>secure</b> will be	Pupils who are <b>secure</b> will be	Pupils who are <b>secure</b> will be able to:
	able to:	able to:	✓ Understand how beef gets from
	✓ Produce a suitable plan		the farm to our plates.
	for each page of their	✓ Explore series circuits	✓ Present a subject as a poster
	book.	further and introduces a	with clear information in an easy
	✓ Produce the structure	new circuit component -	to read format.
	of the book.	the motor.	✓ Contribute ideas as to what a
	✓ Assemble the	✓ Analyse an existing	'healthy meal' means.
	components necessary	product that uses a	✓ Notice the nutritional
	for all their	motor - the Doodler (a	differences between different
	structures/mechanisms.	scribble bot)	products and recipes.
	✓ Hide the mechanical	✓ Redesign it with their	✓ Recognise nutritional
	elements with more	own preferred	differences between two similar
	layers using spacers	configuration	recipes and give some
	where needed.	✓ Teach others how to	justification as to why this is.
	✓ Use a range of	make one by writing	✓ Work as a team to amend a
	mechanisms and	instructions as part of a	bolognese recipe with healthy
	structures to illustrate	DIY kit	adaptations.
	their story and make it		✓ Follow a recipe to produce a
	interactive for the		healthy bolognese sauce.
	users.		✓ Design packaging that promotes
	✓ Use appropriate		the ingredients of the
	materials and captions		bolognese.
	to illustrate the story.		



Year 6	Christmas Games	Soft Toys	This unit will be covered in
	Pupils who are <b>secure</b> will be	Pupils who are <b>secure</b> will be	computing using Tinkercad
	able to:	able to:	Navigating the world
Year 6	Pupils who are secure will be able to:  ✓ Create five apparatus designs, applying the design criteria to their work.  ✓ Make suitable changes to their work after peer evaluation.  ✓ Make roughly three different structures from their plans using the materials available.  ✓ Complete their structures, improving	Pupils who are secure will be able to:  ✓ Consider a range of factors in their design criteria and use this to create a waistcoat design.  ✓ Use a template to mark and cut out a design.  ✓ Use a running stitch to join fabric to make a functional waistcoat.  ✓ Attach a secure fastening, as well as decorative objects.  ✓ Evaluate their final	computing using Tinkercad  Navigating the world  Pupils who are secure will be able to:  ✓ Incorporate key information from a client's design request such as 'multifunctional' and 'compact' in their design brief.  ✓ Write a program that displays an arrow to indicate cardinal compass directions with an 'On start' loading screen.  ✓ Identify errors (bugs) in the code and suggest ways to fix (debug) them.  ✓ Self and peer evaluate a product concept against a list
	the quality of their rough versions and applying some cladding to a few areas.  ✓ Secure their apparatus to a base.  ✓ Make a range of landscape features using a variety of materials which will enhance their apparatus.	product.	of design criteria with basic statements.  ✓ Identify key industries that use 3D CAD modelling and why.  ✓ Recall and describe the name and use of key tools used in Tinkercad (CAD) software.  ✓ Combine more than one object to develop a finished 3D CAD model in Tinkercad.  ✓ Complete a product pitch plan that includes key information.