

St John's Primary School
Design & Technology Curriculum Overview

Year A	
EYFS	<p>Introducing the areas of Design & Technology across the year, linked to the child-led topic or play-based learning.</p> <p>MECHANISMS: vehicles,</p> <p>STRUCTURES: building blocks, Lego</p> <p>TEXTILES: binca, fabric, paper</p> <p>FOOD & NUTRITION: home area role play, healthy eating discussions,</p> <p>ELECTRICAL SYSTEMS: battery powered toys</p>

Year B	
EYFS	<p>Introducing the four areas of Design & Technology across the year, linked to the child-led topic or play-based learning.</p> <p>MECHANISMS: vehicles,</p> <p>STRUCTURES: building blocks, Lego and construction toys.</p> <p>TEXTILES: binca, fabric, paper, joining materials using glue.</p> <p>FOOD & NUTRITION: home area role play, healthy eating discussions.</p> <p>ELECTRICAL SYSTEMS: battery powered toys</p>

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Year A	Unit 1	Unit 2	Unit 3
Y1&2	<p>UNIT: Textiles AREA: Sewing</p> <p>FINAL PRODUCT: Clothes for a story character</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>TEXTILES SKILLS</p> <ul style="list-style-type: none"> - Thread a needle - Running stitch - Back stitch 	<p>UNIT: Mechanisms AREA: Wheels and axles</p> <p>FINAL PRODUCT: A moving vehicle</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>MECHANISMS SKILLS</p> <ul style="list-style-type: none"> - Design a vehicle - Attach a wheel to an axle - Ensure axle turns within axle holder 	<p>UNIT: Food and Nutrition AREA: Chopping and blending</p> <p>FINAL PRODUCT: Fruit smoothie</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>FOOD & NUTRITION SKILLS</p> <ul style="list-style-type: none"> - Healthy eating - Chopping skills (bridge cut) - Food preparation

Year B	Unit 1	Unit 2	Unit 3
Y1&2	<p>UNIT: Mechanisms AREA: Sliders and levers</p> <p>FINAL PRODUCT: A moving picture</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>MECHANISMS SKILLS:</p> <ul style="list-style-type: none"> - Slider moving side to side - Lever moving up and down 	<p>UNIT: Structures AREA: Freestanding structure</p> <p>FINAL PRODUCT: A chair that can bear the weight of a doll.</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>STRUCTURES SKILLS:</p> <ul style="list-style-type: none"> - Different joins (flange, l-brace, zig-zag, etc) 	<p>UNIT: Textiles AREA: Sewing</p> <p>FINAL PRODUCT: A puppet.</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>TEXTILES SKILLS:</p> <ul style="list-style-type: none"> - Thread a needle - Running stitch - Back stitch

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Year A	Unit 1	Unit 2	Unit 3
Y3&4	<p>UNIT: Textiles AREA: Sewing</p> <p>FINAL PRODUCT: Festive decoration</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>TEXTILES SKILLS:</p> <ul style="list-style-type: none"> - Thread a needle - Tie a starting and finishing knot - Whip stitch - Sew on embellishments 	<p>UNIT: Mechanisms AREA: Pneumatics</p> <p>FINAL PRODUCT: Pneumatic toy</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>MECHANISMS SKILLS:</p> <ul style="list-style-type: none"> - Use air to create movement - Create diagrams - Build secure housing 	<p>UNIT: Food & Nutrition AREA: Kneading and baking</p> <p>FINAL PRODUCT: Bread</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>FOOD & NUTRITION SKILLS:</p> <ul style="list-style-type: none"> - Sieving, mixing, kneading - Baking in the oven

Year B	Unit 1	Unit 2	Unit 3
Y3&4	<p>UNIT: Electrical Systems AREA: Electrical circuit</p> <p>FINAL PRODUCT: Torch with a switch</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>ELECTRICAL SYSTEMS SKILLS:</p> <ul style="list-style-type: none"> - Use electrical components - Create a complete circuit - Use a switch to control 	<p>UNIT: Structures AREA: Freestanding structure</p> <p>FINAL PRODUCT: Model building</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>STRUCTURES SKILLS:</p> <ul style="list-style-type: none"> - Joins - Corner braces - Cladding/weaving 	<p>UNIT: Food & Nutrition AREA: Chopping and baking</p> <p>FINAL PRODUCT: Vegetable Tartlet</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>FOOD & NUTRITION SKILLS:</p> <ul style="list-style-type: none"> - Chopping, peeling, grating - Baking in the oven

St John's Primary School
Design & Technology Curriculum Overview

Year A	Unit 1	Unit 2	Unit 3
Y5&6	<p>UNIT: Electrical Systems AREA: Electrical circuits</p> <p>FINAL PRODUCT: Steady Hand game</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>ELECTRICAL SYSTEMS SKILLS:</p> <ul style="list-style-type: none"> - Use electrical components - Create a complete circuit - Use a buzzer in the circuit - Aesthetics and function 	<p>UNIT: Food & Nutrition AREA: Chopping and cooking</p> <p>FINAL PRODUCT: Pasta and sauce</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>FOOD & NUTRITION SKILLS:</p> <ul style="list-style-type: none"> - Chopping, peeling, grating - Boiling, mixing, cooking - Presentation (aesthetics) 	<p>UNIT: Textiles AREA: Sewing</p> <p>FINAL PRODUCT: Waistcoat</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>TEXTILES SKILLS:</p> <ul style="list-style-type: none"> - Measuring - Invisible stitch - Attaching fasteners

Year B	Unit 1	Unit 2	Unit 3
Y5&6	<p>UNIT: Structures AREA: Freestanding structure</p> <p>FINAL PRODUCT: Wooden truss bridge</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>STRUCTURES SKILLS:</p> <ul style="list-style-type: none"> - Triangular construction - Corner braces - Sawing and gluing 	<p>UNIT: Mechanisms AREA: Automata</p> <p>FINAL PRODUCT: Moving scene</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>MECHANISMS SKILLS:</p> <ul style="list-style-type: none"> - Use cams and followers - Measuring, sawing - Assemble components 	<p>UNIT: Electrical systems AREA: Electrical circuits</p> <p>FINAL PRODUCT: Motorised Doodler toy</p> <p>KEY SKILLS: Design, Make, Evaluate.</p> <p>ELECTRICAL SYSTEMS SKILLS:</p> <ul style="list-style-type: none"> - Use electrical components - Create a complete circuit - Use a motor in the circuit - Aesthetics and function



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