

Design and Technology Long Term Overview



Year 1	Smoothies	Puppets	Wheels and Axles
	(Cooking and nutrition)	(Textiles)	(Mechanisms)
	 Describe fruits and vegetables and explain how to identify fruits. Name a range of places that fruits and vegetables grow. Describe basic characteristics of fruit and vegetables. Prepare fruits and vegetables to make a smoothie. 	 Join fabrics together using pins, staples or glue. Design a puppet and use a template. Join their two puppets' faces together as one. Decorate a puppet to match their design. 	 Explain that wheels move because they are attached to an axle. Recognise that wheels and axles are used in everyday life, not just in cars. Identify and explain vehicle design flaws using the correct vocabulary. Design a vehicle that includes functioning wheels, axles and axle holders. Make a moving vehicle with working wheels and axles. Explain what must be changed if there are
Noor 2	Deleward diet	NAinc	any operational issues.
Year 2	Balanced diet	Moving monsters (Mechanisms)	Baby bear's chair (Structures)
			(Structures)
	 Name the main food groups and identify foods that belong to each group. Describe the taste, feel and smell of a given food. Think of three different wrap ideas, considering flavour combinations. Construct a wrap that meets the design 	 Identify the correct terms for levers, linkages and pivots. Analyse popular toys with the correct terminology. Create functional linkages that produce the desired input and output motions. Design monsters suitable for children, 	 Identify man-made and natural structures. Identify stable and unstable structural shapes. Contribute to discussions. Identify features that make a chair stable. Work independently to make a stable structure, following a demonstration.

	brief and their plan.	 which satisfy most of the design criteria. Evaluate their two designs against the design criteria, using this information and the feedback of their peers to choose their best design. Select and assemble materials to create their planned monster features. Assemble the monster to their linkages without affecting their functionality. 	 Explain how their ideas would be suitable for Baby Bear. Produce a model that supports a teddy, using the appropriate materials and construction techniques. Explain how they made their model strong, stiff and stable.
Year 3	 Pneumatic toys (Mechanisms) Image: Image: Image	 Eating seasonally (Cooking and nutrition) Improve the season of the	 Cushions (Textiles) Demonstrate their ability to use cross-stitch as a decorative feature or to join two pieces of fabric together. Develop appliqué designs based on design criteria. Design, cut and shape their template for cushion with increasing accuracy. Decorate their cushion using a variety of techniques, such as appliqué, cross-stitch, beads, buttons and pinking. Measure and attach a ribbon with a running stitch. Recognise different types and qualities of fabrics. Explain the aesthetic and functional properties of some of their material choices.



Mindful moments timer (Digital world)



- State and/or describe the advantages and disadvantages of existing products (timers).
- Understand how virtual micro:bit features could be used as part of a design idea.
- Use research to inform design criteria.
- Write a program that displays a timer on the virtual micro:bit based on their chosen seconds/minutes.
- Suggest where the errors are, if testing is unsuccessful, by comparing the correct code to their own.
- State key functions in the program editor (e.g. loops).
- Evaluate the immediate appeal of the virtual micro:bit timer and how it might function.
- Express which stages of the project they enjoyed or found more challenging.
- Explain the need for a company to stand out against competition and/or state the importance of logos in business.
- Recall and describe the name and use of key tools used in Sketchpad (CAD) software.
- Fulfil the design requirements of the logo.
- Evaluate the product using feedback from the user.

Pavilions (Structures)



- Produce a range of free-standing frame structures of different shapes and sizes.
- Design a pavilion that is strong, stable and aesthetically pleasing.
- Select appropriate materials and construction techniques to create a stable, free-standing frame structure.
- Select appropriate materials and techniques to add cladding to their pavilion.

Year 5	Pop up books	Stuffed toys	Developing a recipe
	(Mechanisms)	(Textiles)	(Cooking and nutrition)
	 Produce a suitable plan for each page of their book. Produce the structure of the book. Assemble the components necessary for all their structures/mechanisms. Hide the mechanical elements with more layers using spacers where needed. Use a range of mechanisms and structures to illustrate their story and make it interactive for the users. Use appropriate materials and captions to illustrate the story. 	 Design a stuffed toy, considering the main component shapes of their toy. Create an appropriate template for their stuffed toy. Join two pieces of fabric using a blanket stitch. Neatly cut out their fabric. Use appliqué or decorative stitching to decorate the front of their stuffed toy. Use blanket stitch to assemble their stuffed toy, repairing when needed. Identify what worked well and areas for improvement. 	 How To Develop RECIPES For a contract of the process of beef production. Research a traditional recipe and make changes to it. Add nutritional value to a recipe by selecting ingredients. Prepare and cook a version of bolognese sauce.
Year 6	Navigating the world	Steady hand game	Automata
	(Digital world)	(Electrical systems)	(Mechanisms)
	design request such as 'multifunctional' and	• Explain simply what is meant by 'form' (the	• Wark, saw and cut out the components and