Whole School Design and Technology – Overview

Context

Where possible, we have made links to History and Geography topics but in some cases, there wasn't a strong link to enable meaningful learning. In these instances, DT will be a stand-alone unit.

	Squirrels					
	Cycle A	Cycle B				
Autumn 1						
Autumn 2	Structures Designing, making and evaluating a toy	Textiles Sewing – Making a glove puppet				
Spring 1		Food Tasting and preparing fruit or veg (soup or fruit salad)				
Spring 2	Food Making and tasting bread					
Summer 1		Mechanisms Moving pictures				
Summer 2	Mechanisms Making a moving vehicle/carriage					
	Foxes					
	Cycle A	Cycle B				
Autumn 1	Structures Play Equipment	Textiles 2D shape to 3D product				
Autumn 2						
Spring 1		Mechanisms Electrical Circuits (simple circuits and switches)				
Spring 2	Mechanisms - Pneumatics See 'moving mascot' unit – link to Ancient Egypt					
Summer 1		Food Pizza				
Summer 2	Food Sandwich Snacks					

Rabbits and Badgers					
Cycle A	Cycle B	Cycle C			

Autumn 1	Food Willy Wonka Fair Trade Cookies	Mechanisms/Structures Fairground rides Electrical/coding links	
Autumn 2			Frames/Structures Playground shelter
Spring 1	Structures Shell Structures (environment link)		
Spring 2			Food Seasonality (WW2- rationing)
Summer 1	Mechanisms CAMS – Moving advertisement	Food Soups	Textiles Design a bag with a fasteners
Summer 2			