

Design and Technology – Programme of Study

		Cycle 1			Cycle 2		
		Autumn	Spring	Summer	Autumn	Spring	Summer
Phase 1 /2	Turrets and Tiaras	African Adventure	Honey Honey	Into the woods	Flying High	Beside The Sea	
	Giant's hat – textiles and simple sewing. Select materials, design for a purpose, make and evaluate. Mechanisms - Split pin knight with moving parts.	Textiles - printing onto cotton Design for a purpose.	Moving pictures/storybooks – mechanisms (bees, mini beasts)	Hedgehog hibernation station select materials, design for a purpose, make and evaluate.	Aircraft design – design, select materials, make, improve and evaluate.	Textiles and sewing – design and make a bunting using different textiles and sewing using basic running stitch.	
	Cookery – Festive Muffins – KS1/KS2.	Cookery – Banana Bread – KS1/KS2.	Cookery – Honey Roasted Vegetables – KS1/KS2.	Cookery – Parsnip and Apple Soup – KS1/KS2.	Cookery – Healthy Pancakes – KS1/KS2.	Cookery - design a Fruit Kebab/Salad – KS1/KS2.	
Phase 3/4	Ice Worlds	London Calling	Rainforest Adventure	Storms & Shipwrecks	The Invaders	Wild Water	
	Enrichment Family Bridge Building	Snowflake – 3D decoration Use of different materials and construction.	Bridge structures – design for a purpose, make and evaluate. Sock rats – select materials using different sewing techniques.	Fair trade products and packaging – design for a purpose, make and evaluate. Making instruments for a purpose – rainforest music.	Lanterns- moving parts, doors and electrics. Boats foam/wood – select materials, design, make and evaluate.	Anglo Saxon purse. select materials using different sewing techniques.	Mechanisms/ Moving parts/ 3D frog.
		Cookery – Fruit Lollies – KS1/KS2.	Cookery – Mini Victoria Sandwiches – KS2.	Cookery - Sweet Potato and Butternut Tagine – KS2.	Cookery – Broccoli and Fish Parcels – KS1/KS2.	Cookery – Sausage and Bean Hot Pot – KS2.	Cookery – Apple and Blackberry Steamed Pudding KS2.
Phase 5/6	Reach For the Stars	Tudor Treasures	Stones And Bones	Ancient Civilisations	We'll Meet Again	Voyage of Discovery	
	Enrichment Lego STEM - workshop	Mechanisms/Model rocket/rover – with detachable/moving parts.	Tudor house - design, select materials, construct, improve and evaluate.	3D stone age models e.g. a flint axe, a mask and a Stone Age cave/village/house. 3D timeline – use of materials and construction.	Making papyrus Use of different materials and construction.	Make, do and mend. Simple fabric toy such as teddy bear/lavender bag. Select textiles and materials using various sewing techniques.	Mechanisms/ Wooden moving toy designed around Darwin's explorations.
		Cookery – Christmas Shortbread Stars – KS1/KS2.	Cookery - Tudor Pottage – KS2.	Cookery – Rock Cakes – KS2.	Cookery – Egyptian Flatbread – KS2	Cookery – Carrot Cookies – KS1/KS2.	Cookery – Tuna Pasta Bake – KS2.

DT – National Curriculum programme of study – KS1

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
- Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
- Explore and evaluate a range of existing products.
- Evaluate their ideas and products against design criteria.

Cooking and nutrition – KS1

- Use the basic principles of a healthy and varied diet to prepare dishes.
- Understand where food comes from.

DT – National Curriculum programme of study – KS2

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at individuals or groups.
- Generate, develop, model, and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.
- Select from and use a wider range of tools and equipment to perform practical tasks cutting, shaping, joining, and finishing.
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.
- Investigate and analyse a range of existing products.
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- Understand how key events and individuals in design and technology have helped shape the world technical knowledge.
- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures understand and use mechanical systems in their products.
- Understand and use electrical systems in their products apply their understanding of computing to program, monitor and control their products.

Cooking and nutrition – KS2

- Understand and apply the principles of a healthy and varied diet.
- Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
- Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed.