



Design Technology – Curriculum Overview



Cycle A – (beginning on **even** academic years)

Reception	Year 1 and 2	Year 3 and 4	Year 5 and 6
<p>Taught Inputs:</p> <ul style="list-style-type: none">- Shadow puppets (joining techniques)- Junk modelling (joining techniques)-Rockets (manipulating media)-Sculpture (manipulating media)- Ugly bugs (planning techniques) <p>Continuous Provision*:</p> <ul style="list-style-type: none">-Simple tools and equipment available (scissors, hole punch)- Joining media available (glue, sellotape)-Various working media available (card, paper, straws, sequins, cloth) <p>*CP activities are rotated</p>	<p>Title: Fantastic Fire trucks Learning Focus: Wheels & Axels that are able to move. (Product Design – moving element)</p> <p>Title: Stable Structures Learning Focus: Joins for strength that hold their own weight. (Product Design – static element)</p> <p>Title: Christmas Decoration Learning Focus: Joining material using an overcast stitch. (Textile - sewing)</p> <p>Title: Seaside snacks Learning Focus: Using simple culinary equipment. (Food – healthy eating)</p>	<p>Title: Night lights Learning Focus: Combining a stable frame with electrical elements. (Product Design – electrical element)</p> <p>Title: Healthy Breakfasts Learning Focus: Following a process to create a product. (Food – healthy eating)</p> <p>Title: Roman Purse Learning Focus: Joining tougher material adding a button & flap. (Textile - sewing)</p>	<p>Title: Alarm Box Learning Focus: A simple circuit responding to a 'trip'. (Product Design – electrical element)</p> <p>Title: Fairground Rides Learning Focus: Combining a stable frame, gears & pulleys. (Product Design – moving mechanical structures)</p> <p>Title: Food on a budget Learning Focus: To create meals under a fixed cost. (Food – enterprise and budgeting)</p>



Design Technology – Curriculum Overview



Cycle B – (beginning on odd academic years)

Reception	Year 1 and 2	Year 3 and 4	Year 5 and 6
<p>Taught Inputs:</p> <ul style="list-style-type: none">- Shadow puppets (joining techniques)- Junk modelling (joining techniques)-Rockets (manipulating media)-Sculpture (manipulating media)- Ugly bugs (planning techniques) <p>Continuous Provision*:</p> <ul style="list-style-type: none">-Simple tools and equipment available (scissors, hole punch)- Joining media available (glue, sellotape)-Various working media available (card, paper, straws, sequins, cloth) <p>*CP activities are rotated</p>	<p>Title: Mechanical Cards Learning Focus: Creating cards with sliders and levers. (Product Design – moving element)</p> <p>Title: Playground equipment Learning Focus: Create structures with purpose that hold their shape. (Product Design – stable structure)</p> <p>Title: Puppets (hand & finger) Learning Focus: Joining material using a running stitch. (Textile - sewing)</p> <p>Title: Dips and Dippers Learning Focus: Combining ingredients using equipment. (Food – combining ingredients)</p>	<p>Title: Photo Frame Learning Focus: Stable frame with a moving support element. (Product Design – joining)</p> <p>Title: Egyptian Flatbread Learning Focus: Creating a product with a historical focus. (Food – combining ingredients)</p> <p>Title: Magnetic Board Game Learning Focus: Using sliders, levers and magnets in a game. (Product design – moving element)</p>	<p>Title: Funky Furnishings - cushions Learning Focus: Sewing and adding embellishments. (Textile – sewing)</p> <p>Title: Victorian 'cam' toy Learning Focus: Using a cam to make a moving product. (Product Design – moving mechanical structures)</p> <p>Title: Food around the world Learning Focus: To create meals based on a nation. (Food – following a recipe)</p> <p>Title: Lego Programming Learning Focus: To design a program to move components. (Program – using a controlled program – Lego We Do)</p>