

D.T Overview 2022-2023

D.T Overview	Autumn	Spring	Summer
Foundation	Textiles - Necklaces, Junk modelling monsters, Cooking - pumpkin soup.	Cooking -Cookies, Junk modelling boats, Enterprise,	Mechanism - Emergency vehicles, Cooking - Seasonal dish Explore how things work
	 Begin to learn to design Find the right tools for the job What is being made and why? Practise threading 	 Use ingredients and utensils Learn new vocabulary Work collaboratively Explore ingredients 	 Articulate ideas Following a design Explore temporary joins and combine materials
KS1 Cycle A	 Structure - Christmas decoration Create a questionnaire Apply knowledge of enterprise Design a functional and appealing product Develop an understanding of more complex joins 	Textiles - Animal puppets, Enterprise Compare stitching and use a new technique Thread a needle and use various material types Follow a template and develop skill of cutting Explore different ways of joining fabrics	Cooking - Smoothies Use new kitchen equipment Follow market research Begin to think about packaging Explore new foods and taste test
KS1 Cycle B	 Structures - Christmas decoration Research product preferences Make based on design criteria Evaluate and amend Consider the needs of the user 	Textiles - Passport holder, Enterprise Create their own template Explain their choice of material Choose an appropriate stitch Develop skill of pinning to hold material in place	Cooking - Chocolates Taste and critique in order to make decisions Research popular brands Create a unique product for a consumer Consider customer requests to inform product

Year 3	Cooking - Stone-age bread	<u>Structures - Biomes,</u> Enterprise	Mechanical systems - Sarcophagus
	 Research existing products Evaluate and re-make if necessary Make for a range of consumers. 	 Ensure materials are suitable for purpose Work and measure accurately Research products from around the world Investigate how to create strong and stable structures 	 Use simple pneumatic mechanisms Select and use appropriate tools Understand who this is for transform simple materials in to a product
Year 4	Cooking - Christmas cookies	<u>Textiles - Tie dye bags</u>	Electrical mechanisms - Illuminated picture
	 Understand food hygiene Design packaging Use technical vocabulary Suggest improvements 	 Use good graphic design, sketch and label Build on previously learned stitches Use a variety of materials and consider the appropriate stitch Carefully consider the audience 	 Consider the purpose of the product Incorporate programming into the picture Evaluate against appearance and purpose Consider making prototypes
Year 5	 Cooking - Viking dishes Compare Viking diets with modern living Produce a step-by-step plan Understand seasonality 	 Enterprise Plan and carry out market research Decide on the target audience Investigate and analyse a range of existing products 	Electrical systems - Bridge construction, Mechanical systems - Implement of torture • Begin to suggest alternative plans • Use a range of tools and equipment competently • Use prototypes to inform final product
	Amend recipe to suit taste	 Know that designers take inspiration form history 	Use exploded diagrams and electronic devices
Year 6	<u>Textiles - bags</u>	<u>Enterprise</u>	<u>Cooking - War time meal,</u> <u>Mechanisms - Moving toy</u>
	 Follow and refine plans Justify when plans do/do not follow the market research and have evidence to support Test a product to ensure an accurate evaluation Explore embroidery stitching to enhance product 	 Carry out market research directly with potential consumers Design an attractive and useful product Evaluate the success of their product after the sale Justify changes made to designs 	 Apply the rules of food groups Know that recipes can be adapted Discuss food storage Plan a test in order to evaluate the product Evaluate against consumer comments