

Design Technology 2017-2018



Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Designing and making a shield and/or a coat of arms to be later made into a card or calendar.	Creating castles, using a range of everyday materials, complete with moving mechanisms (either draw bridges or princess' falling hair)	Making celebratory food, including pancakes for Shrove Tuesday and discussing a healthy, balanced diet.	Researching, designing and making an invention.	Creating and using authentic aboriginal instruments to perform with, following a given design/success criteria.	Using knowledge of scientific processes to make a working volcano.
Year 1/2						
Year 2						
Year 3	Designing and making, selecting tools and equipment suitable for the task, pinwheels and kites.	Using sewing skills to depict a Viking longboat on hessian fabric, to then be later used as part of a calendar.	Designing and creating a Greek mythical monster mask, using everyday materials and appropriate measuring and cutting skills. Using modelling materials to create clay coins.		Designing, making and evaluating Chinese foods, trying to choose healthy alternatives for common ingredients.	Designing, making and evaluating Sikh foods (naan breads and samosas), with a focus on healthy eating.
Year 3/4						
Year 4						
Year 5	Sticky Rice, to link in with the topic of Tsunamis and be created using healthy alternatives.	Christmas cards and calendars with different mechanisms.		Fairtrade fortnight bun sale. Making and decorating buns to raise money.	Designing, making and evaluating a moving mask depicting and elephant.	Building structures using a range of everyday media.
Year 5/6					Creating dishes from different religious festivals.	
Year 6						