

DT Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Reception	Fabric Faces	Junk Modelling	Colour Mixing	Bug Hotels	Boats	Paint my world
	Children experiment with a range of fabric materials – eg pom poms, felt, wool. Children to identify the features of their face to make a fabric face self portrait.	In this unit, pupils explore various junk modelling ideas by learning about different types of permanent and temporary joins. They are encouraged to tinker with a combination of materials and joining techniques in the junk modelling area.	In this unit, children use a range of media to experiment with colour mixing within the creative area. They identified the primary and secondary colours.	In this unit, children plan and create their own bug hotel out of prior junk modelling skills. They focus on joining by using a combination of techniques that are both permanent and temporary.	In this unit, children explore what is meant by 'waterproof', 'floating' and 'sinking', then experiment and make predictions with various materials to carry out a series of tests. They learn about the different features of boats and ships before investigating their shape and structures to build their own.	Exploring paint and painting techniques through nature, music and collaborative work. Developing creativity through child-led exploration of mixed-media, making collages and transient art.

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Year 1 and 2 Year A	Art	<u>Mechanisms:</u> <u>Levers</u> Investigating different types of levers and how they work in everyday mechanisms.	Art	<u>Textiles:</u> <u>Puppets</u> Join fabrics together using pins, staples or glue. Design a puppet and use a template. Join their two puppets' faces together as one. Decorate a puppet to match their design.	Art	<u>Cooking and Nutrition:</u> <u>Smoothies!</u> Preparing foods by cutting and juicing and selecting fruits and vegetables to create a smoothie to meet a design brief.
Year 1 and 2 Year B	Art	<u>Structures:</u> Investigating strong shapes and the properties of stiff and flexible materials by designing a chair inspired by the story 'There's a Bear on My Chair'.	Art	<u>Mechanisms</u> <u>Wheels and Axles</u> Learning about the key parts of a wheeled vehicle, the children develop an understanding of how wheels, axles and axle holders work while designing and making a moving vehicle.	Art	<u>Cooking and Nutrition</u> Discovering the importance of a balanced diet and creating a tasty, balanced wrap to meet a design brief.

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Year 3	Art	<u>Mechanical systems</u> <u>Pneumatic Toys</u> Exploring pneumatic systems, applying understanding to design and create a pneumatic toy using different types of diagrams.	<u>Textiles –</u> <u>Egyptian collars</u> Learning how to cross-stitch and appliqué to decorate and assemble Egyptian collars, which represent the children's unique personalities.	Art	<u>Electrical Systems</u> <u>– Electric Posters</u> Introducing information design and developing an electric museum display based on the Ancient Greeks	Art
Year 4	Art	<u>DT: Structures</u> <u>Pavilions</u> Investigate and model frame structures to improve their stability. Design a pavilion that is strong, stable and aesthetically pleasing	Art	<u>DT – Cooking</u> <u>Adapting a recipe</u> Learning a basic biscuit recipe and adapting it for a new audience while considering the cost of ingredients and other expenses against a set budget.	Art	<u>Digital World:</u> <u>Torches</u> Evaluating a range of existing torches and designing a functional torch for a target audience.

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Year 5	<u>Textile – Stuffed Toys</u> Designing a stuffed toy and making decisions on material, decorations and attachments.	Art	<u>Electrical Systems – Doodlers</u> Exploring series circuits and introducing motors by investigating existing motorised products.	Art	<u>Structures - Bridges</u> Test and analyse various types of bridge to determine their strength and stability. Explore materials and build.	Art
Year 6	<u>Mechanical Systems</u> Automata Toys Developing functional automata toys using cams, followers and axles to create movement.	Art	<u>Digital World: Navigating the World.</u> Design and program a navigation tool using CAD 3D modelling software Link to Computing & Geog	Art	<u>Cooking – Come Dine with Me.</u> Selecting three recipes to create a three course meal	Art