



Design and technology subject pathway

Me and my community, Once upon a time, Starry night, Dangerous dinosaurs, Sunshine and flowers and Big wide world.

Creating with materials; Being imaginative and expressive

Let's explore, Marvellous machines, Long ago, Ready, steady grow, Animal safari and On the beach.

Creating with materials; Being imaginative and expressive

Shade and shelter
Investigating existing products; Designing and making shelters and dens; Prototypes; Safety rules; Materials

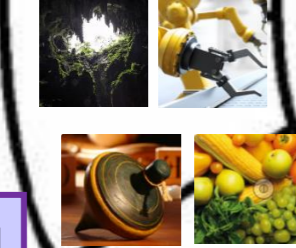
Taxi
Mechanisms – wheels, axles and chassis

Chop, slice and mash
Sources of food; Food preparation techniques; Hygiene rules; Designing and making salads and sandwiches

Nursery



Reception



Cook, well, eat well
Food groups; Eat well guide; Methods of cooking; Cooking appliances; Hygiene rules; Making taco fillings

Making it move
Cam mechanisms; Designing and making automaton toys; Cutting, joining, strengthening and finishing

Greenhouse
Features of greenhouses; Significant designers – Sir Joseph Paxton and Sir Nicholas Grimshaw; Strengthening techniques; Using tools and safety rules; Properties of materials; Constructing strong frameworks

Remarkable recipes
Sources of food; Kitchen tools; Reading recipes; Hygiene rules; Making a school meal

Beach hut
Structures – strengthening and joining

Cut, stitch and join
Everyday fabric products; Significant designer – Cath Kidston; Sewing patterns; Running stitch; Adding embellishments; Designing and making a bag tag

Push and pull
Machines and mechanisms; Sliders, levers and linkages; Designing and making greetings cards with moving parts

Fresh food, good food
Food preservation techniques; Exploring food packaging; Prototypes; Designing, making and packaging healthy snacks

Functional and fancy fabrics
Motifs and pattern; Nature; Block printing; Embroidery

Tomb builders
Simple and compound machines

Moving mechanisms
Pneumatic systems; Joining and finishing; Iterative design process; Building pneumatic machine prototypes

Eat the seasons
Cooking; Nutrition

Architecture
Architecture over time; Greek architecture; Structural support, stiffness and stability; Computer-aided design; Building design

Food for life
Whole foods; Processed foods; Making healthy meals; Hygiene and safety

Engineer
Significant engineers and bridges; Features of bridges; Strengthening techniques; Iterative design; Building prototypes

Make do and mend
Investigating clothing; Sewing – running stitch, whip stitch and blanket stitch; Repairing clothes; Making products from recycled materials



Year 1

Year 2

Year 3

Year 4

Year 5

Year 6