



Design and Technology



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Exploring materials	Making marks	Building blocks	Using tools	Discussing ideas	Creating and making
Reception	Structures: Junk Modelling	Cooking and Nutrition: Soup	Textiles: Bookmarks		Structures: Boats	
Year 1/2 Cycle A	Local Designer: Emma Bailey	Mechanisms: Making a moving storybook	Structures: Conducting a windmill	Textiles: Puppets	Mechanisms: Wheels and Axles	Cooking and Nutrition: Fruit and Vegetables
Year 1/2 Cycle B	Local Designer: Emma Bridgewater	Cooking and Nutrition: A Balanced diet	Mechanisms: Making a moving monster	Structures: Baby Bear's chair	Textiles: Pouches	Mechanisms: Fairground Wheel
LKS2 Cycle A	Design a finger puppet (sewing) Research , design, create and evaluate product.		Design a Stone Age tool Stone Age Day - den building, using tools - joining the materials	Jam tarts Mix, combine, measure, test and assemble. Understand hygiene rules (discuss the five areas of nutrition and balanced diet)	A working Roman Catapult Research Create , test and improve. pneumatic systems	

UKS2 Cycle A		<p>Christmas Star (sew)</p> <p>a range of stitches, cut fabric and add some simple sewn detail.</p>		<p>Building Bridges</p> <p>Look at the features of bridges, strength, length and materials.</p>	<p>Kites</p> <p>Look at size, shape, knots and structure to build a successful kite.</p>	<p>Scrummy Scones</p> <p>Weigh ingredients and bake scones. Using appropriate hygiene rules (discussions linked to diet, nutrition and ingredients and farming and how flour is produced)</p>
UKS2 Cycle B	<p>Build a boat (Egyptian)</p> <p>Plan, create, measure and evaluate.</p>	<p>Christmas Star or snowman (sew)</p> <p>a range of stitches, cut fabric and add detail</p>	<p>Make a pyramid</p> <p>from toothpicks and <u>modelling clay</u></p>	<p>Create a shaduf</p> <p>Measure, cut, clamp and saw.</p>	<p>Rainforest cargo raft</p> <p>(made of sticks and string and wider)</p> <p>(repeated)</p>	<p>Build a Anglo-Saxon village.</p> <p>Plan, research, cut, stick, design</p>
Year 6	<p>Sewing: earlier in the year practise stitches on binca.</p>	<p>Christmas wreath.</p>	<p>Harry Potter Board game.</p>	<p>Harry Potter Board game (continued)</p>	<p>Roller Coaster (Marble run)</p>	

	Sewing : create a gingerbread decoration with sewn details.	bend , manipulate, combine and add detail to a Christmas wreath	Research , design, test and evaluate	build, paint, colour, stick, fold and create the game	Design, research, evaluate, stick, build, combine, test	
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