

DT Whole School Overview Year A (2026-2027)

Year 1/2	Year 2/3	Year 3/4	Y4/5	Y5/6
AUTUMN 2 - Milestone 1 What is Design and Technology? (1 Lesson) <u>Mechanisms</u> • Slider Mechanisms Design and make a card and then design and make slider mechanism of their choice (e.g. greetings card or storyboard) SPRING 2 - Milestone 1 <u>Structures</u> • Structures (Intro) - Triangle towers and laminated card • Frame structures chair for a bear Design and make a toy chair and then frame structure of their choice (e.g. climbing frame, swing frame, tower, chair or table) FF- cutting, joining, reinforcing SUMMER 2 - Milestone 1 <u>Food and Nutrition</u> • Things to remember - Sources - Safety and Hygiene (1 lesson) • Portable snacks Design and make a wrap and then portable food of their choice (e.g. a wrap, a sandwich or pitta bread) FF- chopping, spreading, slicing	AUTUMN 2 - Milestone 1 What is Design and Technology? (1 Lesson) <u>Textiles</u> • Simple stitches (bunting) Name dif fabrics, choose colours and textures, design and make own bunting. Compare and evaluate. FF-thread needle, create series of stitches SPRING 2 - Milestone 2 <u>Structures</u> • Structures (Intro) - Triangle towers and laminated card • Frame structures-picture frame Investigate stable structures (as Y1/Y2) Investigate dif Picture frames and how they stand. Design and make own. FF- sawing wood and joining. SUMMER 2 - Milestone 2 <u>Food and Nutrition</u> • Things to remember - Sources - seasonal fruit - Safety and Hygiene (1 lesson) Fruit Smoothies Investigate dif types then deign and make own. FF-chopping/slicing/blending	AUTUMN 2 - Milestone 2 • What is Design and Technology? (1 lesson) <u>Structures</u> • Shell structures- Product packaging Recap chair for a bear (KS1) then design and make a shell structure of their choice (e.g. a piece of furniture, a box with compartments, a boat or an igloo) SPRING 2 - Milestone 2 <u>Mechanisms</u> • Pneumatics - moving monsters Design and make a pneumatic lifting device then design and make a pneumatic mechanism of their choice. (e.g. a lifter, robotic arm or automatic door opener) FF-attaching/using syringe SUMMER 2 - Milestone 2 <u>Food and Nutrition</u> • Things to remember - Safe storage (1 lesson) • Dips Try and eval dips. Design and make a dip (eg. hummus) then design and make a dip of their choice (e.g. creamy dip, dairy-free dip or spicy dip) FF-chopping/slicing/blending	AUTUMN 2 - Milestone 2/3 • What is Design and Technology? (1 lesson) <u>Structures</u> • Frame Structures Bridges Design and make a truss bridge then design and make a frame structure of their choice. (e.g. a house or shelter, picture frame, box or a bridge) SPRING 2 - Milestone 2 <u>Electrical Systems</u> • - Torches Investigate dif torches. Create a functioning torch with switch from own design. FF- circuit making and breaking SUMMER 2 - Milestone 3 <u>Food and Nutrition</u> • Things to remember - Safety and hygiene recap intro • Adapting a Recipe-biscuits Investigate recipes, carry out market research before designing and making own using a budget. FF- mixing, rolling, kneading	AUTUMN 2 - Milestone 3 • What is Design and Technology? (1 lesson) <u>Artificial Intelligence and app control</u> • Navigating the World/monitoring devices Monitoring devices and wearable technology/ sensors SPRING 2 - Milestone 3 <u>Mechanisms</u> • Pulleys and gears Design and make an aerial tramway (cable car) then design and make a pulley system of their choice (e.g. a crane, a vehicle with a drive pulley or a heavy lifting device) SUMMER 2 - Milestone 3 <u>Food and Nutrition</u> • Food throughout the year (recap seasonal food) (1 lesson) • Bolognese Design and make Spaghetti Bolognese then design and make a mince dish of their choice (lasagne, chilli con carne, shepherd's pie or pasta al forno) FF-chopping, slicing, mix/blend

DT Whole School Overview Year B (2027-2028)

Year 1/2	Year 2/3	Year 3-4	Y4/5	Y5/6
AUTUMN 2 - Milestone 1 What is Design and Technology (1 Lesson) <u>Mechanisms</u> - Wheel and axle mechanisms Test and compare wheels inc wheel shape, design, draw and label, (e.g a simple pull along toy) FF-tools for shapes, pierce middle of circle.	AUTUMN 2 - Milestone 2 What is Design and Technology (1 Lesson) <u>Food and Nutrition</u> • Things to remember - Seasonal food - half lesson • Vegetable soup Design and make some vegetable soup then design and make vegetable soup of their choice (e.g. seasonal ingredients) FF- chopping, slicing, holds, blending	AUTUMN - Milestone 2 What is Design and Technology? (1 lesson) <u>Food and Nutrition</u> • Things to remember - Seasonal food - recap intro • Vegetable soup Design and make some vegetable soup then design and make vegetable soup of their choice (e.g. seasonal ingredients) FF- chopping, slicing, holds, blending	AUTUMN 2 - Milestone 2 What is Design and Technology? (1 lesson) <u>Textiles</u> • Cushions(or Egyptian collars) Investigate dif fabrics and uses, design and make own cushion with appliques. FF- stitches along line, cross stitch, needle threading	AUTUMN 2 - Milestone 3 What is Design and Technology? (1 lesson) <u>Structures</u> • Frame Structures Design and make a tetrahedral kite then design and make a frame structure of their choice (e.g. a kite, a model pyramid or a geodesic dome) FF- joining, attaching
SPRING 2 - Milestone 1 <u>Structures</u> • Structures (Intro) Newspaper tower and experimenting with folding, rolling and joining paper to make structures. • Solid/stable Structures Design and make a bridge then design and make a solid structure of their choice (e.g. igloo, pyramid or a bridge) FF- joining and cutting evenly	SPRING 2 - Milestone 2 <u>Electrical systems</u> • Paper circuits Design and make a paper circuit greetings card then design and make a paper circuit of their choice (e.g. a greetings card, educational toy or storyboard). FF- circuit making and breaking	SPRING 2 - Milestone 2 <u>Electrical systems</u> • Electrical Posters Design and make a paper circuit poster then design and make a paper circuit of their choice FF- circuit making and breaking	SPRING 2 - Milestone 3 <u>Mechanisms</u> • Cams/Gears and Pulleys Design and make an automaton toy then design and make a cam system of their choice (e.g. a toy for a younger child or model that shows how a piston in an engine can turn a wheel and axle) FF- improving gears and pulleys	SPRING 2 - Milestone 3 <u>Electrical systems</u> • Wobble bots/steady-hand game Investigate circuits when they encased, use a motor to provide movement. Design and make own moving robot. FF- make and break circuits, experiment with dif components eg buzzers, motors and their symbols..
SUMMER 2 - Milestone 1 <u>Food and Nutrition</u> • Things to remember - Sources - Safety and Hygiene (1 lesson) • Couscous Dish	SUMMER 2 - Milestone 2 <u>Mechanisms</u> • Linked Levers Investigate levers eg extendable arms eg bathroom mirrors, litter pickers, scissors etc then design and make a linked lever mechanism of their choice eg toy grabber. FF- piercing holes, paper fasteners, joining linkages	SUMMER 2 - Milestone 2 <u>Textiles</u> • Egyptian Collars Design, cut and shape template for collar. Decorate, attach ribbon, assess decorative and functional properties. FF- cross stitch, attach ribbon, stitch	SUMMER 2 - Milestone 3 <u>Food and Nutrition</u> • Things to remember - Safety and hygiene recap intro • Adapting a Recipe-biscuits Investigate recipes, carry out market research before designing and making own using a budget.	SUMMER 2 - Milestone 3 <u>Food and Nutrition</u> • Food throughout the year (1 lesson) • Bread Design and make bread rolls then design and make bread of their choice (e.g. a pizza, rolls with a variety of toppings, wholemeal loaf or different shaped breads)

Design and make a couscous dish then design and make a couscous dish of their choice (e.g. favourite ingredients, seasonal ingredients or pulses).			FF- mixing, rolling, kneading	
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Year B may change due to different class splits if children stay in same class.

Highlighted units are linked to Kapow.

FF= Finger Fluency (as this is not made explicit in some Kapow units)