



Design Technology - Curriculum Overview

Year Group	Autumn Term	Spring Term	Summer Term
Year 1	<p>Mechanisms - Wheels and axels</p> <p><b>NC:</b> Design purposeful products, functional products. Make it more stable, stiffer</p>	Food tech	<p>Textiles - Fabrics (not joining)</p> <p><b>NC:</b> Design purposeful products, appealing products (shaping, cutting).</p>
Year 2	<p>Mechanisms - Levers construction</p> <p><b>NC:</b> Design functional products, appealing products Make it more stable.</p>	Food tech	<p>Bridges</p> <p>Structures - Lego? Strength</p> <p><b>NC:</b> Design purposeful products, functional products Make it more stable, stronger.</p>
Year 3	Food tech	<p>Joining materials together</p> <p>Textiles - Staples, gluing, sewing</p> <p><b>NC:</b> Apply their understanding of how to strengthen, stiffen and reinforce more complex structures, select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.</p>	<p>Pulley system with levers</p> <p>Mechanisms - pulleys, levers</p> <p><b>NC:</b> Understand and use mechanical systems in their products,</p>
Year 4	<p>Wooden frame structure</p> <p>Structures: saws, joining wood</p> <p><b>NC:</b> Apply their understanding of how to strengthen, stiffen and reinforce more complex structures, select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.</p>	<p>Cams</p> <p>Mechanisms: Cams</p> <p><b>NC:</b> Understand and use mechanical systems in their products,</p>	Food tech

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Year 5	Food tech	Electrical system in a product Electronics: switches, bulbs, buzzers, motors  <b>NC:</b> Understand and use electrical systems in their products,	Digital design and structure Structure: aesthetics, digital design-Sketch Up, build  <b>NC:</b> Apply their understanding of computing to program, monitor and control products, use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.
Year 6	Food tech	Gears Mechanisms: gears  <b>NC:</b> Understand and use mechanical systems in their products.	Investigate existing products to design and create own product. Structure: gears, digital design, levers, pulleys, Electronics, materials, sewing, sawing  <b>NC:</b> Investigate and analyse a range of existing products, evaluate their ideas and products against their own design criteria and consider the views of others to improve their work, understand how key events and individuals in design and technology have helped shape the world, apply their understanding of computing to program, monitor and control products.