

East Worlington Primary School

Design and Technology Overview – Year A/B/C

	Term 1	Term 2	Term 3
EYFS	<ul style="list-style-type: none"> Children safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. They represent their own ideas, thoughts and feelings through design and technology. 		
Acorns Reception, Year 1 and 2 Year A	To design, make, improve and evaluate <ul style="list-style-type: none"> Design products that have a clear purpose and an intended user. Make products, refining the design as work progresses. Use software to design. 		
	Textiles: Templates and joining techniques <ul style="list-style-type: none"> Shape textiles using templates. Join textiles using running stitch. Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing). 		Food: Preparing fruit and vegetables <ul style="list-style-type: none"> Cut, peel or grate ingredients safely and hygienically. Measure/weigh using measuring cups/electronic scales. <ul style="list-style-type: none"> Assemble or cook ingredients.
Acorns Reception, Year 1 and 2 Year B	Mechanisms and Structures: Free-standing structures <ul style="list-style-type: none"> Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). 		Food: Preparing fruit and vegetables <ul style="list-style-type: none"> Cut, peel or grate ingredients safely and hygienically. Measure/weigh using measuring cups/electronic scales. <ul style="list-style-type: none"> Assemble or cook ingredients.
	Textiles: Templates and joining techniques <ul style="list-style-type: none"> Shape textiles using templates. Join textiles using running stitch. Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing). 	Mechanisms and Structures: Free-standing structures <ul style="list-style-type: none"> Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). 	
Acorns Reception, Year 1 and 2 Year C	Taking inspiration from design throughout history <ul style="list-style-type: none"> Explore objects and designs to identify likes and dislikes of the designs. Suggest improvements to existing designs. Explore how products have been created. 		

Oaks Years 3,4,5 Year A /D	To design, make, improve and evaluate <ul style="list-style-type: none"> • Design with purpose by identifying opportunities to design. • Make products by working efficiently (such as by carefully selecting materials). • Refine work and techniques as work progresses, continually evaluating the product design. • Use software to design and represent product designs. 		
	Designs through history The industrial Revolution	Structures: Shell structure <ul style="list-style-type: none"> • Choose suitable techniques to construct products or to repair items. • Strengthen materials using suitable techniques. • Select appropriate joining techniques. 	Textiles: Combining different fabric shapes <ul style="list-style-type: none"> • Create objects (such as a cushion) that employ a seam allowance. • Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration). • Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion).
Oaks Years 3,4,5 Year B	Mechanical Systems: Levers and linkages <ul style="list-style-type: none"> • Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears). 		Textiles: Combining different fabric shapes <ul style="list-style-type: none"> • Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape). • Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper).
Oaks Years 3,4,5 Year C	Electrical Systems: Simple circuits and switches <ul style="list-style-type: none"> • Create series and parallel circuits 	Designs through history Catapults	Food: Preparing fruit and vegetables <ul style="list-style-type: none"> • Cut, peel or grate ingredients safely and hygienically. • Measure/weight using measuring cups/electronic scales. • Assemble or cook ingredients.
Taking inspiration from design throughout history <ul style="list-style-type: none"> • Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs. • Improve upon existing designs, giving reasons for choices. • Disassemble products to understand how they work. 			
Year 6 Year A/B/C/D	To design, make, improve and evaluate <ul style="list-style-type: none"> • Design with the user in mind, motivated by the service a product will offer (rather than simply for profit). • Make products through stages of prototypes, making continual refinements. • Ensure products have a high quality finish, using art skills where appropriate. • Use prototypes, cross-sectional diagrams and computer aided designs to represent designs. 		
	Electrical Systems: Simple circuits and switches <ul style="list-style-type: none"> • Create series and parallel circuits 		Food: Preparing fruit and vegetables <ul style="list-style-type: none"> • Prepare ingredients hygienically using appropriate utensils. • Measure ingredients to the nearest gram accurately. • Follow a recipe. • Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking).
	Taking inspiration from design throughout history <ul style="list-style-type: none"> • Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. • Create innovative designs that improve upon existing products. • Evaluate the design of products so as to suggest improvements to the user experience. 		



Blank writing area for notes.

