

DESIGN & TECHNOLOGY

Autumn Curriculum overview



	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	<u>Marvellous Me</u> To explore and investigate the tools and materials in the junk modelling area. To practise joining and fixing. To verbally design, make and evaluate a junk model. <u>Celebrations and Traditional Tales</u> To create simple representations of events, people and objects using junk modelling.	<u>Cooking and Nutrition – Healthy sandwich</u> To identify if a food is a fruit or a vegetable. To identify where plants grow and which parts we eat. To taste and compare fruit and vegetables. To make and evaluate a healthy sandwich.	<u>Cooking and Nutrition – Wraps</u> To know what makes a balanced diet. To taste test food combinations. To design a healthy wrap. To make a healthy wrap.	<u>Cooking and Nutrition – Seasonal tarts</u> To learn about Food: Eating Seasonally & Nutrition To understand that 'seasonal' fruits and vegetables are those that grow in a given season and taste best then. To know the value of eating seasonal fruit and vegetables has a positive effect on the environment. To design their own tart recipe using seasonal ingredients.	<u>Electrical systems - torches</u> To learn about electrical items and how they work. To analyse and evaluate electrical products. To design a product to fit a set of specific user needs. To make and evaluate a torch.	<u>Mechanical Systems – Automata Toys</u> Mark, saw and cut out the components and supports of their toy with varying degrees of accuracy to the intended measurements. Create neat, decorated follower toppers with some accuracy. Measure and cut panels that fit with some inaccuracies to conceal the inner workings of the automata. Decorate and finish the automata.	<u>Electrical Systems – steady hand game</u> To research and analyse a range of children's toys. To design a steady hand game. To construct a stable base. To use prototypes.