

Design Technology Summer Curriculum overview

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Summer	Animals To design and make an animal in clay. Create and learn an animal dance. Role play and create animal stories. Plants To observe the seeds we plant over time and draw their activity. Draw and paint a sunflower.	Design a pencil pot for a particular user. Choose the best method for joining the parts of the product. Make evenly spaced cuts. Use scissors to cut out a shape neatly and accurately. Explain what they like and dislike about their final product.	Structures – Baby Bear's Chair Explore the concept and features of structures and the stability of different shapes. Understand that the shape of the structure affects its strength. Make a structure according to design criteria. Produce a finished structure and evaluate its strength, stiffness and stability.	Mechanical Systems - Pneumatic toys Draw accurate diagrams with correct labels, arrows and explanations. Communicate two ideas using thumbnail sketches. Communicate and develop one idea using an exploded diagram. Select appropriate equipment and materials to build a working pneumatic system. Assemble their pneumatic system within the housing to create the desired motion. Create a finished pneumatic toy that fulfils the design brief.	Food – Adapting a Recipe Follow a baking recipe. Taste test different ingredients. Make and test a prototype. Design a biscuit to a given budget. Make a biscuit and packaging. Mechanical Systems - Making a slingshot car Build a car chassis . Design a shape that reduces air resistance. Make a model based on a chosen design. Assemble and test a completed product.	Textiles – Stuffed Toys Design a stuffed toy, considering the main component shapes of their toy. Create an appropriate template for their stuffed toy. Join two pieces of fabric using a blanket stitch. Use appliqué or decorative stitching to decorate the front of their stuffed toy. Use blanket stitch to assemble their stuffed toy, repairing when needed. Identify what worked well and areas for improvement.	Textiles – Waistcoats Design a waistcoat Mark and cut fabric according to a design Assemble a waist coat Decorate a waistcoat Evaluate a waistcoat