



## DT Whole School Overview 2024-2025

Our goal for Design Technology education is for children to become resourceful, innovative, enterprising and capable citizens, developing their:

- knowledge and skills to design, make and evaluate high-quality prototypes and products;
- knowledge and understanding of newly emerging and rapidly developing technologies; and
- an understanding of nutrition and learning how to cook.

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Whole school days/events linked to DT</b>		Skills Builder Challenge Day				
<b>Right of the month</b>	September: Article 28 – the right to learn and go to school October: Article 12 – the right to be listened to	November: Article 19 – the right not to be harmed and to be looked after and kept safe December: Article 14 – the right to follow your own religion	January: Article 29 – the right to become the best you can be February: Article 42 – the right to learn about your rights	March: Article 7 – the right to a name and a nationality April: Article 24 – the right to food, water and medical care	April: Article 24 – the right to food, water and medical care May: Article 20 – the right to practice your own culture, language and religion	June: Article 22 – the right to special protection and help if you are a refugee July: Article 31 – the right to play and rest
<b>Skills Builder</b>	September: Listening October: Speaking	November: Teamwork December: GLOBAL GOALS	January: Problem Solving February: Staying Positive	March: Creativity April: GLOBAL GOALS	April: GLOBAL GOALS May: Aiming High	June: Leadership July: GLOBAL GOALS
<b>Nursery</b>	Exploring Tools Scissors-cutting strips Glue Sticks/PVA glue spreaders e.g. Picture Frames/decorating cards Playdough Rollers/Threading <b>Construction</b> Stickle Bricks Duplo Towers/ Blocks Interstar	Exploring Tools Scissors Cutting along a line PVA Glue Spreader(large area) Masking tape eg. fire engine/bus out of boxes <b>Construction</b> Lego towers/Duplo Models fixing k'nex pieces Shape pictures with pins and hammers	Exploring Tools Scissors Cutting around Sellotape Playdough plastic knives cutting a line PVA Glue Spreader(large area) Masking tape eg. fire engine/bus out of boxes <b>Construction</b> Varied Lego Models Brio Builder tools to fix wood ie: screws k'nex following builder instructions			

<b>Reception</b>	<p>Exploring Tools Cutting/Folding/Tearing Using masking tape/glue for joining Collage with pva glue Large paint brushes/poster paint/crayons class name artwork/phonics related craft celebration cards/decorations</p> <p><b>Construction</b> Sticklebricks and Interstar Large wooden blocks/waffle blocks Knex Bugs/popoids and Duplo</p> <p><b>Fine Motor</b></p>		<p>Exploring Tools Cutting/Folding/Tearing Fine Paint/brushes and watercolours <b>collage maps</b></p> <p><b>Construction</b> K-nex/meccano/mobilo magnetic shapes/small blocks /peg boards tap-a-shape Designing/constructing schools Representing Spring/ Designing,constructing farms</p>		<p>Exploring Tools Cutting/Folding/Tearing Representing Water texture and imaginary worlds collage with different textures</p> <p><b>Construction</b> K-nex/meccano/ mobilo focus on lego and lego models and constructing models with clics by following direct instructions</p> <p>Designing/constructing homes we live in</p>	
	<b>Year 1</b>	<p><b>Food Technology</b> Pumpkins</p>	<p><b>Information Technology</b> recognise common uses of technology</p>	<p>Materials cutting, shaping techniques, collage</p>	<p>Structure and Construction Windmill (Kapow)</p>	<p><b>Computer Science</b> code a simple sequence of events debug a simple sequence of events</p>
<b>Year 2</b>	<p><b>Information Technology</b> use technology purposefully for research</p>	<p><b>See Food Technology</b></p>	<p><b>See Food Technology</b></p>	<p><b>Mechanisms</b> <b>Moving Vehicles (Kapow)</b></p>	<p><b>Computer Science</b> code a sequence of events using block coding using precise  instructions</p>	<p><b>Skills Builder Project</b> <b>See Food Technology</b></p>
<b>Year 3</b>	<p><b>Mechanical Systems</b> <b>Pneumatic Toys</b></p>	<p><b>Electrical systems</b> <b>Torches</b></p>	<p><b>Structures</b> <b>Canopic jars and Egyptian sarcophagi</b></p>		<p><b>Skill Builder Project</b></p>	<p><b>See Food Technology</b> <b>Lepedina's party food</b></p>
<b>Year 4</b>	<p><b>Food Technology</b> <b>(vegan muffins)</b></p>	<p><b>Computer Science</b> make my code more efficient using repetition and explain the choices I have made</p>	<p><b>Textiles:</b> Create Tudor room. Use cross stitch/back stitch for furnishings.</p>	<p><b>Electronics</b> <b>Torches</b> <b>(Kapow)</b></p>	<p><b>Skills Builder Project</b> Number Crunching (Udderlicious)</p>	<p><b>Computer Science</b></p>

<p><b>Year 5</b></p>	<p><b>Structures</b> Dough map of South America</p>	<p><b>Climate Change/All Change Project</b></p>	<p>Kapow Mechanical Systems</p>	<p>Food Technology</p>	<p>STEM Project Chain Reaction</p>
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<p><b>Year 6</b></p>	<p><b>Structures</b> Anderson shelters</p>	<p><b>Food technology</b> Anzac biscuits</p>	<p>Electrical Systems Steady hand Game (Kapow)</p>	<p><b>Food Technology</b> Smoothies</p>	<p><b>Skills Builder/ Global routes Project</b></p>
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