

DT 2 year rolling curriculum Overview 2023

	Autumn	Spring	Summer
Cygnets REC			
	Woodwork	Junk Modelling	Sewing
Cygnets Year 1			
	Cooking and Nutrition: Fruit and Veg Learn to distinguish between fruit and vegetables and where they grow. Design a fruit and vegetable smoothie and accompanying packaging.	Mechanisms: Making a moving story Book Explore slider mechanisms and the movement they output, to design, make and evaluate a moving storybook from a range of templates.	Textiles: Puppets Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating. Story book character
Kingfisher			
Year A <u>2023/24</u>	Structures: Baby Bear's Chair Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use.	Food: Balanced Diet Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to understand a balanced diet to develop a healthy wrap.	Textiles: Pouches Learn how to sew a running stitch ready to design, make and decorate a pouch using a template.
Year B <u>2022/23</u>	Food: Balanced Diet Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to understand a balanced diet to develop a healthy wrap.	Textiles: Learning different stitches using binca.	Mechanisms: Making a moving Monster Explore levers, linkages and pivots through existing products and experimentation, use this research to construct and assemble a moving monster.
Kite			
Year A <u>2023/24</u>	Pneumatic Toys Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams.	Textiles: Cross stitch and applique – making an Egyptian collar Learn and apply two new sewing techniques – cross-stitch and appliqué. Utilise these new skills to design and make an Egyptian collar.	Eating Seasonally Learn about various fruits and vegetables, and when, where and why they are grown in different seasons. Discover the relationship between colour and health benefits.
Year B <u>2022/23</u>	Food: Adapting a recipes Work in groups to adapt an existing biscuit recipe, whilst taking into account the cost of	Electrical systems: Torches Identify the difference between electrical and electronic products. Evaluate a range of existing torches and	Mechanical: Making a sling shot car Using a range of materials, design and make a car with a working slingshot mechanism

	the ingredients and other expenses against a set budget.	their features, then develop a new functional torch design.	and house the mechanism using a range of nets.
Harrier			
Year A <u>2023/24</u>	Cooking and nutrition: Come dine with me Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes. Explore each key ingredient's farm to fork process.	Textiles: Stuffed Toys Design a stuffed toy and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch.	Mechanical systems: pop up book Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms. or Automata Toys Develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements.
Year B <u>2022/23</u>	Food: What could be healthier? Discover the farm to fork process, understand the key welfare issues for rearing cattle. Compare the nutritional value of existing sauces and develop a healthier recipe.	Electrical: Steady hand games Or Textiles: waist coats Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble and decorate a waistcoat for a chosen purpose.	Structural: Bridges Test and analyse various types of bridge to determine their strength and stability. Explore material properties and sources, before marking, sawing and assembling a wooden truss bridge