



Northfold Design Technology Curriculum Overview

(Adapted from the Plan Bee Scheme)

Autumn 1

Autumn 2

Spring 1

Spring 2

Summer 1

Summer 2

YR

Over the year, Reception will cover the 2 Early Learning Goals of:

Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function.

Share their creations, explaining the process they have used.

MATERIALS

Explore different materials freely, including natural materials, make clay hedgehogs. Develop own ideas and decide which materials to use to express them.

COOKING AND NUTRITION

Bake bread.

MATERIALS

Create Christmas crafts using a range of materials.

COOKING AND NUTRITION

Paint/exploration using vegetables. Observational drawings of fruit and vegetables using different media.

Make a fruit salad.

EXPERIMENTING

Create a pet minibeast with made up features from lots of different minibeasts, adding other materials.

MATERIALS

Design a lighthouse using different materials, making and evaluating it. Sculpture land marks made out of clay. Design and make an imaginary vehicle, using recycled cardboard materials.

Y1

COOKING AND NUTRITION

Eat More Fruits and Vegetables

Name and describe a variety of fruit and vegetables. Prepare, cut, grate and peel fruit and vegetables.

MECHANICAL SYSTEMS

Moving Minibeasts

Make a sliding mechanism out of card. Know what a pivot and lever are, using them in a card. Design and moving minibeast

STABLE STRUCTURES

Stable structures

Understand the term 'stable' and make changes to a structure to make it fit for purpose. Follow and evaluate a design

				picture and follow the design to create the picture for a purpose.		to make a stable structure.
Y2		TEXTILES Puppets Explore a variety of puppets, labelling features. Cut, stick and stitch felt or fabric together to create a puppet. Sew a button onto fabric. Design and create a glove puppet, adding decorations and evaluating.		MECHANICAL SYSTEMS Vehicles Investigate a range of vehicles, labelling their features. Know what an axle and chassis is and use this to create a moving base. Evaluate the finished moving vehicle.		COOKING AND NUTRITION Perfect Pizzas Name, sort, and group pizza toppings, looking at balanced diets. Explore types of bread and evaluate which would work well for a pizza base.
Y3		COOKING AND NUTRITION Sandwich Snacks Understand that food can be divided into different groups and that sandwiches can form part of a healthy diet. Taste, examine and explore breads and fillings. Plan, create and evaluate a healthy sandwich.	MECHANICAL SYSTEMS Storybooks Explore moving parts in storybooks, explaining the words linkage, pivot, rotate and lever. Make objects pop-out and create moving wheel mechanisms to create different effects. Experiment with different fonts and graphic design features. Follow designs to create a storybook with moving mechanisms and evaluate it.		STABLE STRUCTURES Packaging Investigate and analyse packaging. Understand target audience and conduct customer research. Design, develop, and evaluate packaging, considering research conducted.	

Y4		TEXTILES Seasonal Stockings Explain the difference between the function and visual appeal, linking to Christmas stockings. Use pins, running stitch, back stitch, over stitch and zigzag to join fabric and a variety of decorative techniques. Design, make and evaluate a Christmas stocking or similar item.		STABLE STRUCTURES Making Mini Greenhouses Understand and explore a range of greenhouses. Investigate ways of making a structure more stable. Design, create and evaluate a mini greenhouse for stability, effectiveness and visual appeal.		COOKING AND NUTRITION Seasonal Food Understand the term 'seasonal food' and recognise it is different around the world. Practise a variety of cooking skills. Follow recipes to make savoury and sweet food. Understand vegetarian options.
Y5		STABLE STRUCTURES Building Bridges Know what beams and pillars are for and test their strength. Build a truss bridge and make an arch frame. Explain how suspension bridges use tension forces to work.		MECHANICAL SYSTEMS AND INVENTIONS Chinese Inventions Explore how transmissions create different movements. Use a crank to change the motion on a transmission. Explain how the invention of paper has shaped the world. Explain how		TEXTILES Fashion and Textiles Know that different textiles have different properties and the process of turning raw cotton into cloth. Recognise and use a variety of stitches and decoration. Design a drawstring bag, using pattern

				gunpowder was invented and how it has helped shape the world. Explain what water-powered machines are and how they helped change the world.		pieces, create and evaluate this.
Y6		PROGRAMMING AND ELECTRICAL SYSTEMS Fairground Rides Understand how pulley and belt systems transfer movement and how an electrical circuit creates rotating parts. Design, follow, create and evaluate a fairground ride with a rotating part.		STABLE STRUCTURES Bird House Builders Investigate the appearance and function of bird houses, noting how they have been constructed. Use a range of tools associated with woodwork to build a sturdy bird house.		COOKING AND NUTRITION Burgers Understand the purpose of nutrition labels. Compare burgers and follow a recipe to create a burger patty. Use seasoning and create sauce for the burger. Evaluate the burger design and recipe.