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DESIGN TECHNOLOGY overview sequence

	Autumn	Spring	Summer
EYFS	**Who am I?** **Who lives in the woods?** **Continuous provision** **Small motor skills** Painting ,pouring ,stirring , cutlery making models ,junk materials construction kits.	**Polar regions** **Transport and travel** **Continuous provision** **Gross motor skills** Construction kits large scale building , stacking, tools ,moving parts Woodworking.	**Life Cycles of plants and minibeasts** **Sea creatures The Beach** **Continuous provision** **Communicating** Planning , talking ,designing ,drawing.

Year 1	**Fruit and Vegetables** Cooking and Nutrition 1.To find out the favourite fruits in the class and present the data in a pictogram. 2. To examine, taste and describe a variety of fruits in a kebab 3. To sequence how to make a fruit kebab. 4. To design a recipe for a fruit kebab. 5. To make and evaluate a fruit kebab.	**Stable Structures** Construction Structures 1. To explore the features of stable structures, including toy car garages. 2. To design and plan a stable structure and explore a range of materials and make decisions based on the end product. 3. To follow a design plan and make a product. 4. To evaluate products.	**Moving Minibeast** Mechanical Systems 1. To be able to create a sliding mechanism. 5. To be able to use levers and pivots to create a moving mechanism. 6. To design a picture with a moving mechanism. 7. To make a minibeast-themed moving picture. 8. To evaluate a moving minibeast picture.
Year 2	**Puppets** Textiles 1.To investigate a range of puppets and their features. 2. To work with fabric to create a finger puppet. 3. To develop and practise sewing skills.	**Vehicles** Mechanical Systems 1.To investigate a variety of vehicles and their uses and features. 2.To investigate wheels, axles and chassis. 3.To investigate ways of creating and decorating the body of a vehicle. 4.To design a vehicle.	**Healthy Pizza** Cooking and Nutrition 1.To survey favourite pizzas in the class. 2.To examine, describe and categorise a variety of bread-based products. 3. To examine, describe and categorise a variety of pizza toppings. 4. To design a balanced healthy pizza.

	4. To design a glove puppet. 5. To follow a design to make a puppet. 6. To be able to evaluate a finished product.	5.To evaluate a finished product.	5. To be able to make and evaluate a food product based on a design.
Year 3	**Book creators** Mechanical Systems 1.To investigate and evaluate products with lever and linkage systems. 2. To experiment with a range of techniques to create moving mechanisms. 3. To explore and experiment with a range of different fonts and graphic techniques. 4. To be able to plan and design a storybook. 5. To be able to make a storybook with moving mechanisms using a design. 6. To be able to evaluate a finished product.	**Inventions of Britain** Inventions & Achievements 1.To investigate the invention of the telephone. 2.To investigate the invention of the World Wide Web. 3. To explore how the invention of reinforced concrete works. 4. To investigate the invention of the waterproof mackintosh. 5. To reflect on the impacts that inventions have had on our lives	**Light up Signs** Programming & Electrical Systems 1.To investigate and analyse illuminated signs. 2. To explore how lights are used in simple circuit. 3. To develop ideas for an illuminated sign. 4. To select and use tools, equipment, materials and components to make the enclosure of a decorative illuminated sign. 5. To construct a working circuit with one or more lights and fit it in an illuminated sign. 6. To investigate ways in which computers can be used to program and control lights in a product.
Year 4	**Festive Stocking** Textiles	**Greenhouse Construction** Stable Structures	**Food in Season** Cooking and Nutrition

	1.To explore and analyse existing products. 2. To explore different ways to join fabric using sewing skills. 3. To explore different ways to decorate fabric using sewing skills. 4. To design a Christmas stocking. 5. To use sewing skills to make a Christmas stocking. 6. To evaluate a finished product .		1. To investigate stable structures. 2. To investigate materials for making a mini greenhouse. 3. To design a mini greenhouse. 4. To make a mini greenhouse. 5. To evaluate a finished product.		1.To cook using British ingredients available all year round. 2. To know how seasonal fruits in Britain are grown and processed. 3. To understand why vegetables, form an important part of a healthy and varied diet. 4. To find out about how seasonally produced meat can form part of a healthy diet. 5. To know how fish are caught or reared, processed and used in healthy meals	
Year 5	**Bridge builders** Stable Structures 1.To explore ways in which pillars and beams are used to span gaps. 2.To explore ways in which trusses can be used to strengthen bridges. 3.To explore ways in which arches are used to strengthen bridges. 4. To understand how suspension bridges are able to span long distances. 5. To develop criteria and design a prototype bridge for a purpose. 6. To analyse and evaluate products according to design criteria.		**Inventions of China** Inventions & Achievements 1.To understand how the four great inventions of China shaped the world. 2. To understand how the four great inventions of China shaped the world. 3. To investigate water-powered machines. 4. To build and test prototype kites. 5. To design a kite based on design criteria. 6. To make and evaluate a kite.		**Fashion and Textiles** Textiles 1.To investigate and analyse items made using textiles: the materials used and how they are made. 2. To explore some ways in which textiles are joined and decorated. 3. To design an item made using textiles and draw pattern pieces. 4. To use pattern pieces to measure, mark and cut fabric; to sew design elements according to a design. 5. To join fabric pieces by hand sewing. 6. To sew hems on an item made using textiles; to add design details.	

Year 6	**Programming Pioneers** Inventions & Achievements 1.To explain how computers and computer programs are used in a variety of products. 2. To further explain how computers and computer programs are used in a variety of products. 3. To develop ideas for a product with an embedded system computer system that controls. 4. To develop, model and communicate ideas for an embedded system which monitors and controls a door, a room or both. 5. To develop ideas for a product and start to write programs to monitor and control them. 6. To model and communicate ideas, using either prototype models or computer-aided design.	**Bird box Construction** Stable Structures 1. To investigate the materials and features of bird houses and how to draw diagrams. 2.. To investigate and practise woodwork skills. 3. To be able to design a bird house for a specific bird. 4. To be able to make a bird house by following a plan. 5. To evaluate and make predictions on the completed bird house.	**Build a Burger** Cooking and Nutrition 1.To explore different types of burgers and their nutrition facts. 2. To plan and design a burger . 3. To make a burger . 4. To evaluate the process.
