BRIERCLIFFE PRIMARY SCHOOL

Design Technology Curriculum Overview

"In work and play, only our best."

Subject – Design Technology						
	Autumn		**Spring**		**Summer**	
Reception The Big Question	**Textiles** Designing hair for Goldilocks Can we fix it? **Food** Making Porridge What makes a healthy topping?		**Structures** Design and make a boat. How do boats stay above water?		**Sliders** Design a moving transport picture Where will my vehicle travel? **Food** Chop fruit to make a milk shake Cows' milk or goats' milk?	
Year 1 The Big Question		**Food** Cut, slice, grate and combine flavours to create a fruit smoothie. How do we make a smoothie taste good?		**Mechanisms** Use simple sliders and levers to create moving pictures. How can we make a card more exciting?		**Structures (Freestanding)** Use simple joining techniques and wide bases to create stable model playground equipment. What can we build for our playground?
Year 2 The Big Question	**Food** Cut, slice and peel to create a dip. What makes a dip 'burst' with flavour and 'health'?		**Textiles** Join fabrics to create a puppet. How might a puppet be made?		**Mechanisms** Use axles to create a moving vehicle. (Primary Engineering) How might a toy move?	

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Year 3 **The Big Question**		**Structures (Shell)** **Use Computer Aided Design to design and create nets, making a giftbox.** **How might you present a gift?**		**Food** **Design an aesthetically pleasing bread-based lunch combining all food groups from the Eatwell plate.** **What makes a booming bread-based lunch?**		**Mechanisms** **Use fixed and loose pivots to create moving story books.** **Who could we make an exciting story book for?**
Year 4 **The Big Question**	**Food** **Understanding seasonality of ingredients to design and create a seasonal soup.** **How might seasonality affect what ingredients we use in cooking?**		**Textiles** **Use sewing patterns, adding a seam allowance to create a stuffed toy.** **How do you keep a toy stuffed?**		**Electrical Systems** **Make simple circuits and use switches to create a nightlight with sensors.** **What makes an electrical system 'spark to life'?**	

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Year 5 **The Big Question**		**<u>Food</u>** **Prepare ingredients, weighing and measuring to bake bread.** **How can we make bread healthier?**		**<u>CAMs and mechanisms</u>** **Use CAMs to make a moving toy.** **What makes a toy 'Spring to Life'?**		**<u>Structures (Frame)</u>** **Joining materials in a variety of ways to create tetrahedron (tent/gazebo/band stand)** **How do we stop a structure from rumbling in the jungle?**
Year 6 **The Big Question**	**<u>Food</u>** **Celebrating culture and seasonality, making curry with carbohydrates.** **How could we design a 2-course menu for a diabetic?**		**<u>Textiles</u>** **Use running and blanket stitch to create a phone case.** **What makes a phenomenal phone case?**		**<u>Mechanisms / Electrical systems</u>** **Pulleys and programming crumbles to design an inclusive fairground ride.** **What can be used to drive a fairground ride?**	