

	Whole School Design & Technology Overview					
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1				ELECTRICAL STRUCTURES Torches (Kapow unit) <i>Purpose: torch for residential</i>		TEXTILES Using fasteners/applique and CAD <i>Purpose: a gift for a friend/ family using recycled materials as a WW2 inspired 'make do and mend'</i>
Autumn 2	TEXTILES Use different adhesions and templates to create a Christmas decoration <i>Purpose: Christmas Gift</i>	TEXTILES Running stitch, adding embellishment to sew puppets <i>Purpose: Puppet show</i>	TEXTILES Cross stitch, blanket stitch, add a button and cross stitch a cushion <i>Purpose: Christmas Gifts</i>		STRUCTURES Bridges <i>Purpose: a freestanding bridge to support weight for cars/pedestrians</i>	
Spring 1	STRUCTURES /MECHANISMS Make a castle focusing on materials rigidity and use joins and simple levers. <i>Purpose: Share as a preteach for EYFS to use</i>	COOKING & NUTRITION Wraps <i>Purpose: To eat healthily</i>	MECHANISMS Levers <i>Purpose: Rainforest animal toy</i>		DIGITAL WORLD/ ELECTRICAL SYSTEMS Use crumble to create a fairground ride. <i>Purpose: create a moving toy which is programmable</i>	
Spring 2				MECHANISMS Pneumatic Aliens using linkages <i>Purpose: To create a toy for a child in Y1</i>		COOKING & NUTRITION <i>Come dine with me style 3 course menu combining skills learnt over time at Ashley</i>
Summer 1	COOKING & NUTRITION Smoothie making <i>Purpose: to create a healthy drink</i>	MECHANISMS Vehicles – wheels & axels <i>Purpose: to transport</i>				
Summer 2			STRUCTURES Use CAD to design a net	COOKING & NUTRITION Design a biscuit amending a recipe Purpose: Bake off competition	MECHANISMS CAMS <i>Purpose: Ancient Greeks</i>	DIGITAL WORLD/Control and monitoring Microbits, using inputs (sensors) and outputs e.g. Step counter <i>Purpose: monitor health of the user</i>

A Design & Techology unit is taught each term. The teaching of Art and Design &Technology alternate each half term.