

St Sebastian's Design and Technology Curriculum Overview						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS						
Year 1	Unit 1 : Textiles Puppets		Unit 2: Mechanisms Wheels and Axles		Unit 3: Food Fruit and Vegetables	
Year 2		Unit 1: Structures Tudor and Stuart Houses – Great Fire of London		Unit 2: Food A Balanced Diet		Unit 3: Mechanisms Moving Monsters
Year 3	Unit 1: Digital Communications Electrical Charm		Unit 2: Textiles Souvenir Cushions		Unit 3: Mechanisms Pneumatic Toys	
Year 4	Uni 1: Food What could be healthier?		Unit 2: Electrical Systems Torches		Unit 3: Structures Pavilions	
Year 5	Unit 1: Mechanisms Automata Toys		Unit 2: Textiles Stuffed Toys		Unit 3: Digital Communication Monitoring Devices	
Year 6		Unit 1: Textiles WW2 Clothing		Unit 2: Structures Playgrounds	Unit 3: Electrical Systems Steady Hand Games	Unit 4: Food Come Dine with Me

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Food	Fruit and Vegetables	A Balanced Diet		What could be healthier?		Come Dine with Me
Structures		Stuart House: Great Fire of London		Pavilions		Playgrounds
Mechanics	Wheels and Axles	Moving Monsters	Pneumatic Toys		Pop Up Books	
Textiles	Puppets		Cushions		Stuffed Toy	WW2 Clothing
Electrical Devices				Torches		Steady Hand Games
Digital Communications			Electrical Charm		Monitoring Devices	

St Sebastian's School Curriculum Overview – Design and Technology

	Unit 1	Unit 2	Unit 3
EYFS			
Year 1	Textiles - Puppets	Mechanisms – Wheels and Axles	Food – Fruit and Vegetables
	Builds On:	Builds On:	Builds On:
	Future Learning: Y3 – Souvenir Cushion – sewing cross stitch, evaluating others stitching, decorating fabric using applique, using class design criteria, threading a needle with greater independence, tying knots with greater independence Y5 – Stuffed Toys – blanket stitch	Future Learning: Y2 – Mechanisms – making moving monster, creating class design criteria, making levers and pivots, knowing that mechanisms are a collection of moving parts, understanding input and output	Future Learning: Y2 – A Balanced Diet – using bridge and claw grip to slice, making a healthy wrap, considering food combination, evaluating taste, texture and flavour of fruit and vegetables, understanding a balanced diet, understanding nutritional benefits of fruit and vegetables, understanding seasonality
Year 2	Structures – Stuart Houses	Food – A Balanced Diet	Mechanisms – Moving Monsters
	Builds On:	Builds On: Y1 Fruit and Vegetables – food safety, chopping fruit and vegetables, identifying fruits and vegetables, suggesting information that should be on packaging	Builds On: Y1 – Wheels and axles – knowing a wheel needs an axle to move, designing a moving vehicle with an axle and moving wheels, testing a finished product
	Future Learning: Y4 Structures: Pavilions – Reinforcing structures, create a design in accordance to a plan, making a strong structure with cladding	Future Learning: Y4 Food – What could be healthier? – preparing vegetables, adapting a recipe, designing appealing packaging, storing and cleaning a knife safely, using a nutritional calculator to see nutritional differences, knowing where food comes from, using cooking equipment safely.	Future Learning: Y3 – Pneumatic Toys – understanding pneumatic systems and know they can be part of mechanism, developing own design criteria from a brief, designing using thumbnail sketches and exploded diagrams
Year 3	Digital Communications – Electrical Charm	Textiles – Souvenir Cushions	Mechanisms – Pneumatic Toys
	Builds On: Y1 – Textiles – Using a template to design	Builds On: Y1 – Joining fabrics using running stitch, staples and glue, cutting fabric neatly with scissors, using a template to design a puppet	Builds On: Y2 Mechanisms – Making a Monsters – knowing that a mechanism is a collection of moving parts that work together in a machine, cutting and assembling components neatly, using levers and pivots, using a class design criteria
	Future Learning: Y5 – Monitoring Devices (using CAD further, generating a creative and unique micro:bit case)	Future Learning: Y5 – Stuffed Toys – sewing blanket stitch to join fabric, threading needles independently, measuring and marking fabric, creating a 3D stuffed toy from a 2D design, considering proportions of components in a design	Future Learning: Y5 Automata Toys – Using a bench hook, exploring cams, understanding input and output, making a mechanism using sliders, pivots and folds
Year 4	Food – What could be healthier?	Electrical Systems – Torches	Structures - Pavilions
	Builds On: Y2 – What is a balanced diet? – Using and storing a knife safely, understanding seasonal fruit and vegetable growth, using understanding of balanced diet to make a wrap, using bridge and claw grip, following a design brief, testing food combinations.	Builds On: This is the first 'Electrical Systems' unit. KS1 and LKS2 – considering target audience and design criteria, evaluating against success criteria	Builds On: Y2 – Tudor and Stuart Houses
	Future Learning: Y6 – Come Dine with Me – designing and making a three course meal, considering budget, time constraints and recipes.	Future Learning: Y6 – Steady Hand Games – constructing a stable base for an electromagnetic game and incorporating a circuit into a base.	Future Learning: Y6 – Playgrounds – designing a range of structures for a playground

Year 5	Mechanisms – Automata Toys		Textiles – Stuffed Toys		Digital Communications – Monitoring Devices	
	Builds On: Y3 Pneumatic Toys – designing a toy with a pneumatic system, using a pneumatic system to create desired motion, using thumbnail sketches and exploded designs		Builds On: Y3 Souvenir cushions – sewing cross stitch and applique, selecting and cutting fabric, evaluating quality of stitching, threading needles. KS1 – using running stitch.		Builds On: Y3 – Electrical Charms – creating and decorating a foam pouch for an echarm, applying understanding of computing to program, monitor and control products, using CAD	
			Future Learning: Y6 – WW2 Clothing – designing and making a WW2 themed waistcoat			
Year 6	Textiles – WW2 Clothing		Structures - Playgrounds		Electrical Systems – Steady Hand Games	
	Builds On: Y5 Textiles: Stuffed Toys – creating a template, measuring, marking and cutting fabric independently, threading a needle independently, blanket stitch Y3 Textiles: Cushions – running and cross stitch		Builds On: Y4 Structures: Pavilions – Reinforcing structures, create a design in accordance to a plan, making a strong structure with cladding		Builds On: Y4 Electrical Systems: Torches – designing a torch (considering target audience), making and assembling a torch, testing the success of a product, electrical conductors and insulators	
					Builds On: Y4 Food: What could be healthier? – making spaghetti bolognaise, adapting a recipe, examining nutritional information, avoiding cross-contamination, working with cooking equipment safely and hygienically	