



King's Hill Primary School

Design & Technology Curriculum Overview 2024 - 2026

Our Design and Technology curriculum encourages our pupils to enhance knowledge and think creatively in order to solve problems and/or make improvements to existing ideas and products. It enables them to identify needs and opportunities, and respond to them by developing ideas and eventually making their own products and systems. Through the study of Design and Technology our pupils are able to combine their practical skills with an understanding of aesthetic, social and environmental issues. Areas of learning covered through our curriculum:

- 1.Food Technology 2.Textiles 3.Materials 4.Construction 5.Electricals and Electronics 6.Mechanics

Where possible we plan to the local circumstances of our school such as when we use the local environment as the starting point for aspects of our work. We also look into how children can work in a range of other relevant contexts, such as the home and school, gardens and playgrounds, the local community, industry and the wider environment.

	AUTUMN	SPRING	SUMMER
Year 1	<p style="text-align: center;">Structures Freestanding Structures Homes</p> <p>- Researching, designing and making our own home exterior and interior using recyclable materials.</p>	<p style="text-align: center;">Mechanisms Sliders and Levers Moving pictures</p> <p>- Creating a range of moving pictures using different mechanisms such as sliders.</p>	<p style="text-align: center;">Cooking Teddy bears picnic</p> <p>- Tasting, cooking and evaluating different types of picnic foods.</p>
Year 2	<p style="text-align: center;">Textiles</p> <p>Make an African animal puppet the final design is when they practise sewing skills a running stitch and a over stitch. They will make a final puppet after practising their skills.</p>	<p style="text-align: center;">Cooking</p> <p>Exploring different types of food using there 5 senses. Such as savoury snacks, making fruit sculptures, edible cake decorations, smoothies and finally plan a picnic.</p> <p style="text-align: center;">Linked to our seaside topic in geography.</p>	<p style="text-align: center;">Mechanisms</p> <p>Linked with history on the first man on the moon.</p> <p>Explore different vehicles and their uses and features. We then look at wheels, axels and chassis. Children attempt to make a chassis. They then design a moon buggy and then make one from materials.</p>

Year 3	<p>Textiles</p> <p>Children research and design Christmas stockings. Children will sew and embellish their own Christmas stocking.</p>	<p>Cooking</p> <p>Research of different types of sandwiches. Children design and make their own sandwich.</p>	<p>Structures</p> <p>Children will develop an understanding of how greenhouses work. They then design and make their own mini greenhouse.</p>
Year 4	<p>Seasonal Food</p> <p>To cook using a range of seasonal foods available in Britain to contribute towards a healthy and varied diet</p>	<p>Electrical Systems, Simple Circuits and Switches</p> <p>To investigate, develop and design and illuminated sign using electrical components</p>	<p>Mechanical Systems</p> <p>Levers and linkages</p> <p>To design, create and evaluate an Egyptian Shaduf</p>
Year 5	<p>Building Bridges</p> <p>To understand the different types of bridges and the structures that support them.</p>	<p>Tudor Biscuits</p> <p>To research different biscuits before designing and cooking their own.</p>	<p>Talking Textiles</p> <p>To create a textile telling story using a variety of textile techniques.</p>
Year 6	<p>Great British Foods</p> <p>To explore different cuisines within Britain, make and sample a variety of dishes.</p>	<p>Shelters</p> <p>Investigate a range of shelters. Design and make a shelter for a purpose. Evaluate the final shelter.</p>	<p>Fashion and textiles</p> <p>Design and make a drawstring bag using a range of stitching and techniques.</p>