



Sacred Heart RC Primary School – ‘Where Every Heart is Sacred’

Subject: Design Technology



	Autumn 1 Family & Community	Autumn 2 Dignity of the Human Person	Spring 1 Dignity of Work	Spring 2 Option for the Poor and Vulnerable	Summer 1 Stewardship	Summer 2 Rights and Responsibilities
Nursery	Skills: Exploring materials and how things work	Textiles and Structures: Christmas crafts/decorations Explore different materials freely.	Make emergency vehicles out of reclaimable materials	Cooking: Make fruit salad. Cooking: Vegetable soup	Structures: Billy goats gruff bridge building, three little pigs house building Cooking: Make gingerbread men	Structures: Make imaginative and complex small worlds with blocks around holidays using visual planning.
Reception	Skills: Develop fine motor skills so they can use a range of skills/tools throughout the year.	Textiles: Christmas crafts/decorations Cooking – Make soup. Explore use and refine a variety of artistic effects	Cooking; Making bread	Structures: Den building Use language of designing and making (join, build, make, longer, shorter).	Mechanisms and Structures: Rocket building.	Skills: Reusing materials and creating own models using visual planning.
KS1 A (Class 1, 2 & 3)	Art	Cooking: Healthy wraps Understand the importance of a healthy diet and use this to help design a healthy wrap.	Art	Textiles: Puppets Explore methods of joining fabric. Design and make a character based hand puppet using a preferred joining technique, before decorating.	Art	Mechanisms and Structures: Creating a windmill Create a new windmill design and different user for the product.

KS1 B (Class 1, 2 & 3)	Art	Cooking: Smoothies Opportunities for children to learn food preparation skills and greater emphasis on taste testing and ingredient choices	Art	Textiles: Pouches Sew a running stitch ready to design, make and decorate a pouch	Art	Mechanisms: Wheels and axels Explore how wheels work and create a vehicle.
LKS2 A (Class 4, 5 & 6)	Cooking: Biscuits Learn a basic biscuits recipe and adapt it to suit a target audience		Electrical systems: Mindful moments timer Focus on evaluation, use of the virtual micro:bit and new video content.		Mechanisms: Working Pneumatic toys Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams.	
LKS2 B (Class 4, 5 & 6)	Structures: Constructing a castle Identify and learn about the key features of a castle, before designing and making a recycled-material castle (structure).		Cooking: Eating seasonal foods Children to explore seasonality and create their own seasonal food tart.		Textiles: Fastenings Analyse and evaluate a range of existing fastenings, then devise a list of design criteria to design, generate templates and make a fabric book sleeve.	
UKS2 A (Class 7, 8 & 9)	Cooking: Developing a recipe Opportunities for children to learn a simple bolognese recipe and adapt it to improve nutritional content.		Structures: Playgrounds Research existing playground equipment and their different forms, before designing and developing a range of apparatus to meet a list of specified design criteria.		Mechanisms: Pop up book Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms.	
UKS2 B (Class 7, 8 & 9)	Textiles: Stuffed toys Design a stuffed toy and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch.		Electrical Systems: Steady hand game Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard.		Cooking: Food from British History <i>Food & Farming</i> 'Come dine with me' project with learning about the basic tastes and complementary flavours.	