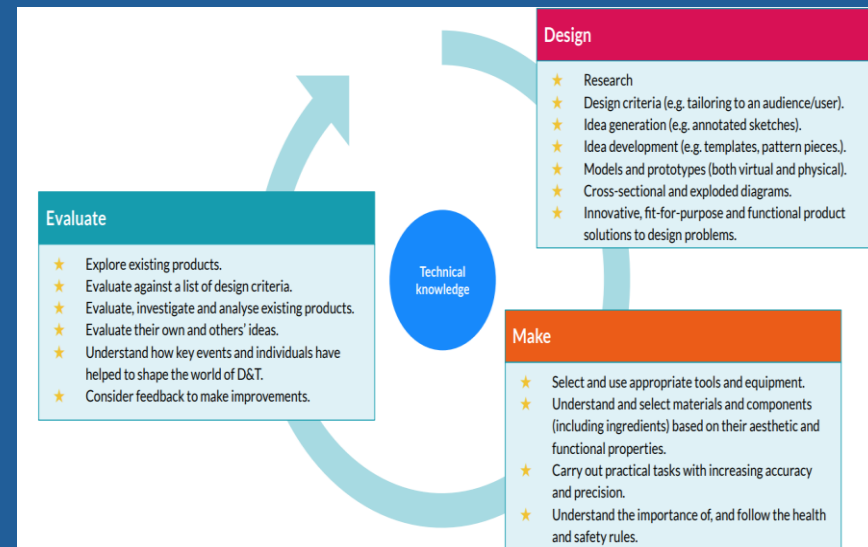




Design and Technology Overview 2024-2025

Thinking like a Designer/Builder:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.
- Critique, evaluate and test their ideas and products and the work of others.



Year groups	Autumn	Spring	Summer
Year One	Structures: Constructing windmills	Mechanisms: Moving story book	Textiles: Puppets
Year Two	Mechanisms: Fairground wheel	Cooking and nutrition: Balanced diet	Structures: Baby bear's chair
Year Three	Structures: Constructing a castle	Cooking and nutrition: Eating seasonally	Digital world: Wearable technology
Year Four	Mechanical systems: Mechanical cars	Textiles: Fastenings	Structures: Pavilions
Year Five	Mechanical systems: Making a pop-up book	Digital world: Monitoring devices	Structures: Bridges
Year Six	Structure: Playgrounds	Digital world: Navigating the world	Cooking and nutrition: Come dine with me