

Design Technology Overview

Year Group	Topic	National Curriculum/EYFS Statement
EYFS	All About Me Around the World Julia Donaldson Creatures Great and Small Fairy Tales	<ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function;
	All About Me Around the World Creatures Great and Small Julia Donaldson Fairy Tales	<ul style="list-style-type: none"> Share their creations, explaining the process they have used;
	Creatures Great and Small Julia Donaldson Fairy Tales Under the Sea	<ul style="list-style-type: none"> Make use of props and materials when role playing characters in narratives and stories.
1	Dinosaur Planet	<u>Design</u> <ul style="list-style-type: none"> design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
	Dinosaur Planet Enchanted Woodland Memory Box Rio de Vida Land Ahoy	<u>Make</u> <ul style="list-style-type: none"> select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
	Moon Zoom Rio de Vida	<u>Evaluate</u> <ul style="list-style-type: none"> explore and evaluate a range of existing products evaluate their ideas and products against design criteria
	Dinosaur Planet Enchanted Woodland	<u>Technical knowledge</u>

	Moon Zoom Rio de Vida	<ul style="list-style-type: none"> • build structures, exploring how they can be made stronger, stiffer and more stable • explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.
2	Street Detectives Towers, Tunnels and Turrets	<u>Design</u> <ul style="list-style-type: none"> • design purposeful, functional, appealing products for themselves and other users based on design criteria • generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
	Beachcombers Street Detectives Towers, Tunnels and Turrets Wriggle and Crawl	<u>Make</u> <ul style="list-style-type: none"> • select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] • select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
	Land Ahoy Towers, Tunnels and Turrets	<u>Evaluate</u> <ul style="list-style-type: none"> • explore and evaluate a range of existing products • evaluate their ideas and products against design criteria
	Towers, Tunnels and Turrets	<u>Technical knowledge</u> <ul style="list-style-type: none"> • build structures, exploring how they can be made stronger, stiffer and more stable • explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.
3	Scrumdiddlyumptious! Tremors Tribal Tales	<u>Design</u> <ul style="list-style-type: none"> • use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups • generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design •
	Flow Gods and Mortals Tremors	<u>Make</u> <ul style="list-style-type: none"> • select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately • select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
	Scrumdiddlyumptious! Tribal Tales	<u>Evaluate</u> <ul style="list-style-type: none"> • investigate and analyse a range of existing products

		<ul style="list-style-type: none"> • evaluate their ideas and products against their own design criteria and consider the views of others to improve their work • understand how key events and individuals in design and technology have helped shape the world •
	Flow Tremors	<u>Technical knowledge</u> <ul style="list-style-type: none"> • apply their understanding of how to strengthen, stiffen and reinforce more complex structures • understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] • understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] • apply their understanding of computing to program, monitor and control their products
4	Road Trip USA!	<u>Design</u> <ul style="list-style-type: none"> • use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups • generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design •
	Burps, Bottoms and Bile I am Warrior! Potions Road Trip USA! Traders and Raiders	<u>Make</u> <ul style="list-style-type: none"> • select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately • select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
	Blue Abyss Burps, Bottoms and Bile I am Warrior! Potions	<u>Evaluate</u> <ul style="list-style-type: none"> • investigate and analyse a range of existing products • evaluate their ideas and products against their own design criteria and consider the views of others to improve their work • understand how key events and individuals in design and technology have helped shape the world •
	Traders and Raiders	<u>Technical knowledge</u> <ul style="list-style-type: none"> • apply their understanding of how to strengthen, stiffen and reinforce more complex structures • understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] • understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] • apply their understanding of computing to program, monitor and control their products

5	Scream Machine	<u>Design</u> <ul style="list-style-type: none"> • use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups • generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design •
	Beast Creator Pharaohs Stargazers	<u>Make</u> <ul style="list-style-type: none"> • select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately • select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
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6	Hola Mexico!	<u>Design</u> <ul style="list-style-type: none"> • use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups • generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design •
	A Child's War Gallery Rebels Hola Mexico! Revolution	<u>Make</u> <ul style="list-style-type: none"> • select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately • select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

	<p>Hola Mexico!</p>	<p><u>Evaluate</u></p> <ul style="list-style-type: none"> • investigate and analyse a range of existing products • evaluate their ideas and products against their own design criteria and consider the views of others to improve their work • understand how key events and individuals in design and technology have helped shape the world •
	<p>Frozen Kingdom A Child's War Gallery Rebels</p>	<p><u>Technical knowledge</u></p> <ul style="list-style-type: none"> • apply their understanding of how to strengthen, stiffen and reinforce more complex structures • understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] • understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] • apply their understanding of computing to program, monitor and control their products