

Design Technology Unit Overviews

	Unit A	Unit B	Unit C	Unit D	Unit E	Unit F
	Cooking and nutrition (1x DT day)	Mechanisms	Structures	Textiles	Electrical Systems	Digital world
Year 1	Fruit and vegetables smoothie Learn how to identify fruits and vegetables and apply this knowledge to design and make a smoothie	Moving story books Explore leavers and sliders to make a moving story book	Windmills Design and create their own structure and functioning windmill	Puppets Learn the different ways they can join fabrics together through the creation of a puppet		
Year 2	A balanced diet Explore what makes a balanced diet and test combinations of different food groups before designing and making a wrap	Ferris Wheel Explore existing mechanisms in order to design, test and make their own big wheel style ride	Baby Bear's Chair Experiment with different shapes and manipulate materials to explore and evaluate a range of structural properties	Pouches Design and make their own wallet or purse, learning to use running stitch to join two pieces of fabric		

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Year 3	Eating seasonally Learn about seasonality and how climate can alter the way food tastes, and make a tart using seasonal ingredients (Lesson 3, 4)	Pneumatic systems Examine pneumatic systems using syringes and balloons and apply their understanding of this to create their own pneumatic toys		Cushions Learn to sew cross-stitch and applique and then apply this to the design and creation of a cushion.		Electronic charm Design, develop a program, house and promote a micro bit electronic charm to use in low-light conditions.
Year 4	Adapting a recipe Adapt a recipe by adding or altering the ingredients and work in groups to create a final biscuit		Pavilions Being introduced to pavilion architecture, pupils experiment with frame structures before designing their own pavilion.		Torches Be introduced to electricity and electrical safety before making a simple electric circuit to create a functioning torch.	Mindful moment timer Explore what is meant by mindfulness and write design criteria to fulfil a brief to develop a programmed product for timing a mindful moment.

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Year 5	What could be healthier? Adapt a bolognaise recipe by adding or altering ingredients and learn about the ethical issues of food	Automata toys (Y6 unit) Develop their woodworking skills and explore cams to design and make mechanical window displays		Stuffed toys Learn blanket stitch and then design and make 3D stuffed toys.		Monitoring devices Program a Micro bit animal monitoring device. Develop 3D CAD skills by learning how to navigate the Tinkercard interface.
Year 6	Come dine with me! Working in groups they will research and prepare a three course meal that will be taste tested and scored		Playgrounds Experimenting with a wide range of materials and equipment, applying knowledge of net and frame structures, as well as cladding and bracing, to design and make a playground.		Steady hand games Create electromagnetic toys and more complex electronic circuits to create a steady hand game.	Navigating the world Design and program a navigation tool to produce multifunctional device trekkers using CAD 3D modelling software. Pitch the product to a panel.