



Curriculum *Subject* Coverage – Deerhurst and Apperley C of E Primary School - Subject Design Technology

Year Group	AUT 1	AUT 2	SPR 1	SPR 2	SU 1	SU 2
EYFS	<p style="text-align: center;">Early Learning Goal - Understanding the world - technology Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.</p>					
Y1	<p>Design a djembe drum</p> <p>Design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p> <p>Make</p> <p>Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing</p> <p>Select from and use a wide range of</p>		<p>Design your own healthy Menu</p> <p>Cooking and Nutrition</p>			<p>Design your own rescue vehicle(Link to Leonardo Da Vinci)</p> <p>Technical knowledge</p> <p>Build structures, exploring how they can be made stronger, stiffer and more stable</p> <p>Explore and use mechanisms, such as levers, sliders, wheels and axles, in their products.</p>
Y2			<p>Use the basic principles of a healthy and varied diet to prepare dishes</p> <p>understand where food comes from</p>			



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	<p>materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>Evaluate Explore and evaluate a range of existing products -Evaluate their ideas and products against design criteria</p>					
Y3 Y4	<p>understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] Electrical quiz game</p> <p>Design Make Evaluate</p>	<p>Textiles- applique to tell a story</p> <p>Romulus and Remus Design Make Evaluate</p>				
Y5 Y6	<p><u>A Greek Meal</u> Pupils should be taught to:</p> <ul style="list-style-type: none"> • Understand and apply the principles of a healthy and varied diet • Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques • Understand seasonality, and know 	<p><u>STEMworks Lego Mindstorms</u> Pupils should be taught to:</p> <ul style="list-style-type: none"> • Apply their understanding of computing to program, monitor and 			<p><u>Cam Toys</u> When designing and making, pupils should be taught to:</p> <ul style="list-style-type: none"> • Design • Make • Evaluate 	



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	<p>where and how a variety of ingredients are grown, reared, caught and processed <i>Task: children prepare and make a variety of Greek dishes over the course of the term.</i></p>	<p>control their products <i>Task: whole day STEMworks workshop to make and program a Lego Mindstorms model</i></p>		<ul style="list-style-type: none"> • Technical knowledge: understand and use mechanical systems in their toys e.g. cams <i>Task: to design and make a cam toy showing an aspect of Viking raids</i> 	
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