

Design Technology	Autumn	Spring	Summer
Year 3	Healthy Lunch - Seasonality - Food miles - Choosing healthy ingredients - Cutting and chopping - Baking bread	Pneumatics Monsters - Pneumatic mechanisms - Design - Junk modelling	Pencil Cases - Stitches - Fasten - Embellishments - Design - Make
Year 4	Roman Chariots - Research chariots - Develop design criteria - Making prototypes - Produce Chariot design - Measuring, sawing and joining - Evaluate their ideas and products	Pasta Sauce - Know food is grown, reared and caught - Prepare and cook a healthy pasta sauce - Use a range of techniques for example peeling, chopping, slicing and mixing	Light-up Signs - Research and develop a design - Generate ideas - Investigate Light-up Signs - Evaluate products - Use electrical systems to light up their signs - Apply computing to program and control their products
Year 5	Christmas Decorations - Exploring sewing decoratively - Making a prototype - Stuffing - Selecting materials and sustainability	Seasonal Greek Wraps - Exploring and evaluating Greek foods - Recipe design for flatbread and salad - Handling utensils and preparing food	Cam Toys - Understanding moving toys and cams - Construction of jinx frames - Making a moving toy mechanism - Handling tools and measuring - Covering a mechanism with a decorative shell
Year 6	Bridges - Describe the purpose of a product - Use prototypes and various diagrams to develop ideas	Caribbean Cookery Select suitable tools and equipment	Bird Houses Select suitable tools and equipment

	• Assemble, join and combine materials • Evaluate products	• Make design decisions (time, resources and cost) • Hygiene and safety procedures • Accurate measuring • Follow multi-step techniques • Seasonality • Evaluate and adapt final product	• Explain choice of materials for function and aesthetics • Formulate step-by-step plans • Accurate measuring, cutting and shaping • Evaluate against a design criteria
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