

St Andrew's Church of England Primary School



Design and Technology Overview

Reception only (Willow)	In Willow Class the children explore and use a variety of media and materials through a combination of child initiated and adult led activities. Our children are given access to a wide variety of DT resources during our continuous provision, both indoors and outdoors. These include construction kits such as Lego, Duplo, Kinex as well as small and large wooden blocks. They also have opportunities to refine cutting and joining skills with equipment such as scissors, hole punches, Selotape, split pins, glue and string. The children are encouraged to use our key vocabulary, share their creations and explain the processes that they have used. DT focussed activities are also planned to link with our topics and may include projects such as a greeting card with a moving part such as a slider or split pins and using kitchen tools to chop, peel and grate fruit or vegetables to make a healthy snack.		
Y1/Y2	Moving Vehicles	Textiles	Food technology
(Oak)	Fire engines	Animal Puppets	Make Healthy Snacks
	(wheels, axels)	(safari animals)	(e.g. fruit smoothies)
Year 3	Paper Circuits	Linked Levers	Pneumatics
(Beech)	Electrical connections between	A linked lever system is a number of	A pneumatic-powered machine
	LEDs, switches and batteries may	levers that are join <mark>ed toget</mark> her.	uses compressed air or other gases
	be made with copper tape, a	They are conne <mark>cted by fixe</mark> d or	to create motion. Air or gas is
	conductive material that acts in the	moving piv <mark>ots.</mark> A link <mark>ed lev</mark> er	squeezed into a small space or
	same way as a wire. The children	system is de <mark>sign</mark> ed <mark>to change</mark> the	container and is therefore at a
	will explore this new knowledge to	direction o <mark>f fo</mark> rce a <mark>nd movem</mark> ent.	higher pressure than normal. The
	design pictures that light up.	The childr <mark>en w</mark> ill use this knowledge	pressure is used to create
		to m <mark>ake</mark> a fold-a <mark>way barr</mark> ier.	movement. The children will use
		7 7 7	this principle to create a lifting
			device.

Year 4	Frame Structures	Vegetable Soup	Shell Structures
(Elm)	A structure is strong if it is rigid.	Chunky or smooth, colourful or	Shell structures are usually curved,
	Some shapes are more rigid than	plain, vegetable has many ways it	hollow, light-weight structures. The
	others. Triangles are the most rigid	can be prepared and presented.	children will explore the shell
	shapes for frames and they are	The children will explore	structures of different nets. They
	used in almost all structures that	ingredients, cooking techniques	will use what they have learned to
	next strength.	and food preparation making their	design some seating.
		own vegetable soup.	
Year 5	Electric Motors	Arch Structures	Frame Structures
(Sycamore)	Electric motors produce rotary	True arches were perfected by the	One of the benefits of frame
	movement. The movement can be	Romans. In a true arch, weight is	structures is that the materials they
	used to turn something such as a	transferred from the top of the arch	are made from are usually
	pulley, propeller, a fan or an axle.	to ground level, creating a very	lightweight. Their strength comes
	The children will explore this to	strong structure. The children will	from the way in which they are
	make a motor powered vehicle.	explore this to create an arched	joined and assembled. The children
	E	structure to protect their cream	will explore this to make
	LA / I	eggs from a 2kg weight.	tetrahedral kites.
Year 6	Pulleys and Gears	Bread	Cams
(Maple)	Gears and pulleys are types of	Bread comes in many guises,	A cam and a follower mechanism
	mechanisms. Gears can be used in	textures and flav <mark>ours. The ch</mark> ildren	turns rotary motion into linear
	combination to change the speed	will explore br <mark>ead</mark> prep <mark>aration</mark> and	motion. As the cam rotates, the
	and direction of movements.	learn abou <mark>t b</mark> aking t <mark>echniqu</mark> es.	follower rises and falls in a process
			known as reciprocating motion. The
			children will use this principle in
			their design for an automaton.