













Design & Technology Overview

	Year 3	Year 4	Year 5	Year 6
Autumn	Sandwich Snacks 	Books with Moving Parts 	Mobile technology cases 	Bread 
	1. Where does bread come from?	1. Evaluate pop up/lift the flap books	1. Investigate mobile phone cases	1. Origin of bread – Reading lesson
	2. Seasonality of foods – Reading Lesson	2. How are pop up books made? – Reading lesson	2. Research stitch types – Reading lesson	2. Bread tasting (savoury and sweet)
	3. Bread tasting (savoury)	3. Create pop up mechanisms	3. Joining fabric & pattern making	3. Healthy eating and calories
	4. Healthy diet	4. Design a book with moving parts	4. Design a mobile phone case	4. Design a loaf of bread
	5. Design a sandwich	5. Make the book	5. Create mobile phone case	5. Explore and design packaging
	6. Make a sandwich	6. Make the book	6. Create mobile phone case	6. Advertisement for Dragon's Den
	7. Evaluate	7. Evaluate	7. Evaluation	7. Make and evaluate bread
Spring	Photo Frames 	Electrical device – lamp 	Cookies 	Electrical board game 
	1. Evaluate existing photo frames – Reading lesson	1. Explore circuits	1. Healthy eating & food analysis - Reading lesson	1. Discovery & use of electricity – Reading lesson
	2. Strengthening techniques	2. Make switches	2. Food groups & food processing	2. Electricity & the environment
	3. Make nets	3. Evaluate existing products – Reading lesson	3. Food tasting - cookies	3. Compare circuits
	4. Design a photo frame	4. Design a lamp	4. How are cookies made?	4. Research & design an electronic game
	5. Make a photo frame	5. Make a lamp	5. Design cookies	5. Make board game
	6. Make a photo frame	6. Make a lamp	6. Make cookies	6. Make circuits for board game
	7. Evaluate	7. Evaluate	7. Evaluation	7. Evaluate
Summer	Bookmarks 	Pizza 	Moving Toys 	Park Furniture 
	1. Explore and evaluate stitch samplers	1. Healthy eating	1. Explore how cams, gears, levers & pulleys work	1. Investigate triangle and square shaped structures
	2. Explore different stitch types – Reading lesson	2. Food tasting – Pizza toppings	2. Research old fashioned toys – Reading lesson	2. Create stable structures
	3. Ways to join material (stitching)	3. Food origins	3. Make a cam prototype	3. Research the history of IKEA furniture – Reading lesson
	4. Design a bookmark	4. Seasonality of ingredients - Reading lesson	4. Design & establish an order of work	4. Design model park furniture
	5. Make a bookmark	5. Design pizza	5. Make a moving toy	5. Create models
	6. Make a bookmark	6. Make pizza	6. Make a moving toy	6. Create models
	7. Evaluate	7. Evaluate pizza	7. Evaluate	7. Evaluate