



St Lewis' Catholic Primary School



Design Technology Overview



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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
FS	Building and creating with blocks. Design and build a dream house. (Small world and large building.)	Stick Weaving. Stick Dream Catchers. Christmas biscuits. Christmas Crafts	Junk Modelling Build a dinosaur.	Clay/sculpture. Make your own crown. Easter Crafts	Make Bird Feeders. Design & decorate a plant pot.	Make a healthy fruit salad. Make a healthy smoothie.
KS1 CYCLE A		Mechanisms: Moving monsters – animals. After learning the terms: pivot, lever and linkage, pupils design a monster that will move using a linkage mechanism. Pupils practise making linkages and experiment with various materials to bring their monsters to life.		Textiles: Textile pouches. Introduction to sewing. Pupils make their own template, accurately cut their fabric and sew a basic running stitch		Food and Nutrition: A balanced diet Explore and learn what forms a balanced diet, pupils will taste test ingredient combinations from different food groups that will inform a wrap design of their choice which will include a healthy mix of protein, vegetables and dairy.
KS1 CYCLE B		Textiles – puppet making (animal puppets or fairy tale puppets)		Mechanisms Making a moving story book – link to lost and found		Food and Nutrition: Fruit and vegetables – creating a fruit kebab or smoothie linked to Handa's surprise.
Lower KS2 CYCLE A		Food and Nutrition: Adapting a recipe Work in groups to adapt an existing biscuit recipe, whilst taking into account the cost of the ingredients and other expenses against a set budget.		Structures: Pavilions Investigate and model frame structures to improve their stability, then apply this research to design and create a stable, decorated pavilion.		Textiles: Egyptian collars
Lower KS2 CYCLE B		Textiles: Learn and apply two new sewing techniques – cross-stitch and appliqué. Utilise these new skills to design and make a cushion.		Mechanical Systems: Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams.		Electrical systems: Torches Identify the difference between electrical and electronic products. Evaluate a range of existing torches and their features, then develop a new functional torch design.
Upper KS2 CYCLE A	Stuffed Toys (stuffed Vikings) Create a stuffed toy by applying skills learnt in previous units. Introduce blanket stitch.			Food and Nutrition – What Could be Healthier? Research and modify a traditional bolognese sauce recipe to make it healthier. Cook improved versions, creating appropriate packaging and learn about where the ingredients the importance of animal welfare when farming cattle.		Structures – Bridges After learning about various types of bridges and exploring how the strength of structures can be affected by the shapes used, create their own bridge and test its durability - using woodworking tools and techniques.
Upper KS2 CYCLE B	Food and Nutrition Come Dine with Me Research and prepare a three-course meal and taste-test and score their food. Research the journey of their main ingredient from 'farm to fork' or write a favourite recipe.			Textiles Waistcoats Select fabrics, use templates, pin, decorate and stitch materials together to create a waistcoat for a person or purpose of their choosing. Create or use a pattern template to fit a desired person or item (e.g. teddy bear).		Mechanical Systems Automata cars Use woodworking skills, pupils construct an automata; measuring and cutting their materials, assembling the frame, choosing cams and designing the characters that sit on the followers to form an interactive shop display.