

DT Whole School Overview 2021 2022

Our goal for Design Technology education is for children to become resourceful, innovative, enterprising and capable citizens, developing their:

- knowledge and skills to design, make and evaluate high-quality prototypes and products;
- knowledge and understanding of newly emerging and rapidly developing technologies; and
- an understanding of nutrition and learning how to cook.

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Whole school days/events linked to DT	Christmas Cards	Skills Builder Challenge Day	Islington in Bloom		<i>Wonderful World Week/ National Gardening Week</i>	Summer Fair
Right of the month	September: Article 28 – the right to learn and go to school October: Article 12 – the right to be listened to	November: Article 19 – the right not to be harmed and to be looked after and kept safe December: Article 14 – the right to follow your own religion	January: Article 29 – the right to become the best you can be February: Article 42 – the right to learn about your rights	March: Article 7 – the right to a name and a nationality April: Article 24 – the right to food, water and medical care	April: Article 24 – the right to food, water and medical care May: Article 20 – the right to practice your own culture, language and religion	June: Article 22 – the right to special protection and help if you are a refugee July: Article 31 – the right to play and rest
Skills Builder	September: Listening October: Speaking	November: Teamwork December: GLOBAL GOALS	January: Problem Solving February: Staying Positive	March: Creativity April: GLOBAL GOALS	April: GLOBAL GOALS May: Aiming High	June: Leadership July: GLOBAL GOALS
Nursery	See EAD topic plans	See EAD topic plans	See EAD topic plans	See EAD topic plans	See EAD topic plans	See EAD topic plans
Reception	See EAD topic plans	See EAD topic plans	See EAD topic plans	See EAD topic plans	See EAD topic plans	See EAD topic plans
Year 1	Food Technology *Science- Harvest- Pumpkin Soup	Information Technology recognise common uses of technology	Materials cutting, shaping techniques, collage	STEM Project: Dream Playground Computer Science understand what algorithms are	Computer Science code a simple sequence of events Food Technology *PSHE What do we put into our bodies?	Skills Builder Project Computer Science code and debug a simple sequence of events
Year 2	Information Technology recognise common uses of technology beyond school	Information Technology use technology purposefully for research	Food Technology Healthy Eating	STEM Project: Shoebox Buggy Computer Science understand what algorithms are by creating a sequence with BeeBots	Computer Science code a sequence of events using block coding using precise instructions	Skills Builder Project (DT and Food Technology) Computer Science investigate, fix and debug a sequence of block code

<p>Year 3</p>	<p>Information Technology know that the internet is a network of computers. Word Processing Using text and images and saving documents.</p>	<p>STEM Project: Shadow Puppets</p> <p>Computer Science recap sequencing in code Information Technology use search technologies effectively</p>	<p>Skills Builder Project</p>	<p>Computer Science understand the purpose of repetition in code and use it in a simple sequence of code</p>	<p>Computer Science use repetition in a sequence of block code and debug any problems</p>	<p>Food Technology *PSHE Saving, spending and budgeting</p>
<p>Year 4</p>	<p>Information Technology computer skills Word Processing use a range of software to achieve specific goals</p>	<p>Computer Science recap coding building blocks</p>	<p>Information Technology use search technologies effectively</p>	<p>Computer Science understand and use selection and conditionals in block coding</p> <p>Textiles: Create Tudor room. Use cross stitch/back stitch for furnishings.</p>	<p>Computer Science understand, use and debug selection and conditionals in block coding</p> <p>Skills Builder Project Number Crunching (Udderlicious) Food Technology</p>	<p>STEM Project: Engineer Moon Buggy</p>
<p>Year 5</p>	<p>Information Technology computer skills Word Processing use a range of software to achieve specific goals</p>	<p>STEM Project: Chain Reaction</p>	<p>Computer Science recap coding building blocks Information Technology use search technologies effectively</p>	<p>Computer Science understand, use and debug events and variables in block coding</p>	<p>Computer Science use and understand HTML code</p>	<p>Skills Builder Project</p>
<p>Year 6</p>	<p>Information Technology use search technologies effectively Word Processing use a range of software to achieve specific goals</p>	<p>STEM Project: Stop the Spread</p>	<p>Computer Science understand, use and debug events and variables in block coding</p>	<p>Computer Science understand, use and debug events and variables in block coding</p>	<p>Skills Builder Project</p>	<p>Computer Science use and understand Python code</p> <p>Computing Outcome project</p>