



DT Whole School Overview 2023-2024

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		Skills Builder Challenge Day				
Right of the month	<p>September: Article 28 – the right to learn and go to school</p> <p>October: Article 12 – the right to be listened to</p>	<p>November: Article 19 – the right not to be harmed and to be looked after and kept safe</p> <p>December: Article 14 – the right to follow your own religion</p>	<p>January: Article 29 – the right to become the best you can be</p> <p>February: Article 42 – the right to learn about your rights</p>	<p>March: Article 7 – the right to a name and a nationality</p> <p>April: Article 24 – the right to food, water and medical care</p>	<p>April: Article 24 – the right to food, water and medical care</p> <p>May: Article 20 – the right to practice your own culture, language and religion</p>	<p>June: Article 22 – the right to special protection and help if you are a refugee</p> <p>July: Article 31 – the right to play and rest</p>
Skills Builder	<p>September: Listening</p> <p>October: Speaking</p>	<p>November: Teamwork</p> <p>December: GLOBAL GOALS</p>	<p>January: Problem Solving</p> <p>February: Staying Positive</p>	<p>March: Creativity</p> <p>April: GLOBAL GOALS</p>	<p>April: GLOBAL GOALS</p> <p>May: Aiming High</p>	<p>June: Leadership</p> <p>July: GLOBAL GOALS</p>
Nursery	<p>Exploring Tools</p> <p>Scissors-cutting strips</p> <p>Glue Sticks/PVA glue spreaders</p> <p>e.g. Picture Frames/decorating cards</p> <p>Playdough Rollers/Threading</p> <p>Construction</p> <p>Stickle Bricks</p> <p>Duplo Towers/ Blocks</p> <p>Interstar</p>		<p>Exploring Tools</p> <p>Scissors Cutting along a line</p> <p>PVA Glue Spreader(large area)</p> <p>Masking tape</p> <p>eg. fire engine/bus out of boxes</p> <p>Construction</p> <p>Lego towers/Duplo Models</p> <p>fixing k'nex pieces</p> <p>Shape pictures with pins and hammers</p>		<p>Exploring Tools</p> <p>Scissors Cutting around</p> <p>Sellotape</p> <p>Playdough plastic knives cutting a line</p> <p>PVA Glue Spreader(large area)</p> <p>Masking tape eg. fire engine/bus out of boxes</p> <p>Construction</p> <p>Varied Lego Models</p> <p>Brio Builder tools to fix wood ie: screws</p> <p>k'nex following builder instructions</p>	

Reception	<p>Exploring Tools Cutting/Folding/Tearing Using masking tape/glue for joining Collage with pva glue Large paint brushes/poster paint/crayons class name artwork/phonics related craft celebration cards/decorations</p> <p>Construction Sticklebricks and Interstar Large wooden blocks/waffle blocks Knex Bugs/popoids and Duplo</p>		<p>Exploring Tools Cutting/Folding/Tearing Fine Paint/brushes and watercolours collage maps</p> <p>Construction K-nex/meccano/mobilo magnetic shapes/small blocks /peg boards tap-a-shape Designing/constructing schools Representing Spring/ Designing,constructing farms</p>		<p>Exploring Tools Cutting/Folding/Tearing Representing Water texture and imaginary worlds collage with different textures</p> <p>Construction K-nex/meccano/ mobilo focus on lego and lego models and constructing models with clics by following direct instructions</p> <p>Designing/constructing homes we live in</p>	
	Fine Motor					
Year 1	<p>Food Technology *Science- Harvest- Pumpkin Soup</p>	<p>Information Technology recognise common uses of technology</p>	<p>Materials cutting, shaping techniques, collage</p> <p>Food Technology Pancakes</p>	<p>Construction Windmill (Kapow)</p> <p>Computer Science understand what algorithms are</p>	<p>Computer Science code a simple sequence of events debug a simple sequence of events</p>	<p>Skills Builder Art Gallery Project see Food Technology</p>
Year 2	<p>See Food Technology</p>	<p>Information Technology use technology purposefully for research</p>	<p>See Food Technology</p>	<p>Mechanisms Moving Vehicles (Kapow)</p>	<p>Computer Science code a sequence of events using block coding using precise instructions</p>	<p>Skills Builder Project See Food Technology</p>
Year 3	<p>See Food Technology</p>	<p>Mechanical Systems Pneumatic Toys</p>	<p>Structures Castles (Kapow)</p>	<p>Food Technology (History-Normans)</p>	<p>See Food Technology</p>	<p>Skill Builder Project</p>
Year 4	<p>Food Technology (vegan muffins)</p>	<p>Computer Science make my code more efficient using repetition and explain the choices I have made</p>	<p>Textiles: Create Tudor room. Use cross stitch/back stitch for furnishings.</p>	<p>Electronics Torches (Kapow)</p>	<p>Skills Builder Project Number Crunching (Udderlicious)</p>	<p>Computer Science</p>
Year 5	<p>Climate Change/All Change Project</p>	<p>See Food Technology</p>	<p>Food Technology</p>	<p>Kapow Mechanical Systems</p>	<p>Food Technology</p>	<p>STEM Project : Chain Reaction</p>

Year 6	Anderson shelters	See Food Technology	STEM Project: Stop the Spread	See Food Technology	Electrical Systems Steady hand Game (Kapow)	Skills Builder Project
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