Design and Technology at All Souls'

	Terms 1 & 2	Terms 3 & 4	Terms 5 & 6
EYFS	Why do Leaves go Crispy? (Term 1)	<u>Dinosaur Roar!</u> (Term 3)	<u>In Our Patch (Term 5)</u>
	Collaborative scarecrow making.	Finger knitting (knitting scarves for Buddy Bears).	Matiise: The Snail. (ripping and cutting shapes).
	<u>Light Fantastic</u> (Term 2)	Amazing Africa (Term 4)	Under the Sea (Term 6)
	Clay work -diva lamps (making simple thumb pots)	Create Maasai 'beaded' neck collar.	Revision and consolidation of learning.
	Remarkable Recipes	Cut, Stitch and Join	Beach Hut
Year 1/2	This project teaches children about sources of food and tools used for food preparation. They also discover why some foods are cooked and learn to read a simple recipe. The children choose and make a new school meal that fulfils specific design criteria.	This project teaches children about fabric home products and the significant British brand Cath Kidston. They learn about sewing patterns and using a running stitch and embellishments before making a sewn bag tag.	This project teaches children about making and strengthening structures, including different ways of joining materials.
Year 3/4	<u>Cook Well, Eatwell</u>	<u>Beautiful Botanicals</u>	<u>Tomb Builders</u>
	This project teaches children about food groups and the Eatwell guide. They learn about methods of cooking and explore these by cooking potatoes and ratatouille. The children choose and make a taco filling according to specific design criteria.	This project teaches children about the genre of botanical art. They create natural weavings, two colour prints and beautiful and detailed botanical painting of fruit. This project also links to Art and Design.	This project teaches children about simple machines, including planes, pulleys and levers, exploring how they helped ancient builders to move and lift heavy loads.
Year 5/6	<u>Moving Mechanisms</u>	Food For Life	<u>Make Do and Mend</u>
	This project teaches children about pneumatic systems. They experiment with pneumatics before designing, making and evaluating a pneumatic machine that performs a useful function.	This project teaches children about processed food and healthy food choices. They make bread and pasta sauces and learn about the benefits of whole foods. They plan and make meals as part of a healthy daily menu, and evaluate their completed projects.	This project teaches children a range of simple sewing stitches, including ways of recycling and repurposing old clothes and materials.

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	<u>Push and Pull</u>	<u>Taxi</u>	Chop, Slice and Mash
Year 1/2	This project teaches children about three types of mechanisms: sliders, levers and linkages. They make models of each mechanism before designing and making a greetings card with a moving part.	This project teaches children about wheels, axles and chassis and how they work together to make a vehicle move.	This project teaches children about sources of food and the preparatory skills of peeling, tearing, slicing, chopping, mashing and grating. They use this knowledge and techniques to design and make a supermarket sandwich according to specific design criteria.
Year 3/4	<u>Fresh Food, Good Food</u>	Functional and Fancy Fabrics	<u>Making It Move</u>
	This project teaches children about food decay and preservation. They discover key inventions in food preservation and packaging, then make examples. The children prepare, package and evaluate a healthy snack.	This project teaches children about home furnishings and the significant designer William Morris. They learn techniques for decorating fabric, including block printing, hemming and embroidery and use them to design and make a fabric sample.	This project teaches children about cam mechanisms. They experiment with different shaped cams before designing, making and evaluating a child's automaton toy.
Year 5/6	<u>Architecture</u>	<u>Engineer</u>	<u>Eat the Seasons</u>
	This project teaches children about how architectural style and technology has developed over time and then use this knowledge to design a building with specific features.	This project teaches children about remarkable engineers and significant bridges, learning to identify features such as beams, arches and trusses. They complete a bridge-building engineering challenge to create a bridge prototype.	This project teaches children about the meaning and benefits of seasonal eating, including food preparation and cooking techniques.