DT Overview

Design and Technology is part of every child's immediate life experience. The subject encourages children to become creative problem-solvers, both as individuals and as part of a team. It enables them to identify needs and opportunities and to respond by developing ideas, and eventually making a range of products. Through the study of design and technology, they combine practical skills with an understanding of aesthetic, social and environmental issues, as well as of the products functions. This allows them to reflect on, and evaluate, past and present design and technology. Design and technology helps all children to become discriminating and informed consumers and potential innovators.

	Autumn	Spring	Summer
Year 1	Sliders and Levers (moving Christmas cards)	Puppets (Joining techniques)	Food Technology (Making Soup)
Year 2	Wheels and Axles (Moving vehicles)	Structures (Chairs)	Food Technology (Around the World)
Year 3	Levers (Christmas pop up books)	Structures - mixed media (Packed Lunch Box)	Food Technology (Sandwiches)
Year 4	2D Shape to 3D product (Building of Liverpool created for future addition to skyline)	Electronics Simple circuits and switches (Linked to science)	Food Technology (Pizzas)
Year 5	Food technology	Structures	Textiles (Drawstring bag)
Year 6	Electronic Buzzer Game (linked with science topic electricity)	Food (Greek – linked back to history)	Textiles Freedom quilt (linked to art and history)