



Our Design and Technology Adventure



Long Term Overview

	Terms 1 and 2	Terms 3 and 4	Terms 5 and 6
Year 1		Cooking & Nutrition – making a sandwich for a Pirate Picnic Mechanisms – Making a picture which contains a lever to provide a moving part	Building structures – design and build a structure traditionally found in a seaside resort.
Year 2		Building Structures – Recreating a structure from the Great fire of London.	Cooking & Nutrition – grow salad produce Mechanisms and levers – Investigate mechanisms and levers and pulleys to build as aspect of castle defence.
Year 3	Cooking & Nutrition – Design and make a Greek meze.	Understand and use electrical systems in their products – Design and make a torch/ lantern for an expedition. Design and make a product powered by weather – kite	
Year 4	Cooking & Nutrition – design and make chocolate bar	Strengthening and stiffening – Design and make Anglo-Saxon village.	Mechanical systems – Understand how gears and cams work to make a moving vehicle.

Year 5	Understand and use electrical systems in their products- Create a system that could be used to warn a Suffragette meeting of police presence using an appropriate combination of series and parallel circuits, incorporating switches, bulbs, buzzers and motors.	Structures and strengthening materials – Investigate how structures are strengthened to carry intended weight. Children to design and make their own bridge.	Cooking & Nutrition – Design and make a variety of breads and dips.
Year 6	Mechanical Systems – Gears, levers, pulleys. Explore gears, levers and pulleys in everyday objects, looking at how they work and gathering the knowledge needed to create our own mechanical objects.	Cooking Nutrition – Food hygiene and cooking of a Caribbean meal, including meats.	