Design and Technology Whole School Coverage Map St Nics – 2 Year Cycle

Understanding the World, Physical Development, Expressive Arts and Design - EYFS						
Year Group	**Term 1**	**Term 2**	**Term 3**	**Term 4**	**Term 5**	**Term 6**
Kingfisher A 21-22	**Me and My Community** Explore photographs to see how things have changed in the school or locality. Take photos using ipads.	**Starry Night** Is it soft materials investigation and designing something soft for teddy	**Once Upon a Time** Building and designing bridges Little pig little pig A coach for Cinderella – using construction kits to create a vehicle with wheels and axle	**Do Cows Drink Milk?** Making shakers	**Big Wide World** Take own photos of Earth art creations You choose – create vehicles using construction Use junk modelling to create buildings from around the world.	**Sunshine and Sunflowers** Making crop protectors Making sun hats Exploring summer use technology
Kingfisher B 22-23	**Let's Explore** Boxes What's inside – making shakers Colourful homes	**Marvellous Machines** Using machines to make snacks and cook Using technology – taking and sharing own photos Build it – creating vehicles with wheels Create robots from junk modelling	**Long Ago** Clothes in the past – design outfits from the past	**Ready Steady Grow** Plant and animal food sources Snack time – trying a range of healthy snacks Make and paint farm vehicles	**Dangerous Dinosaurs** Creative dinosaurs out of junk modelling Baking – create dinosaur eggs	**How Many Pebbles On The Beach?** Toys that float – exploring toys
Design and Technology Years 1 - 6						

Robin A 21-22	**Enchanted Wood** Food and nutrition Why now? Introduction to chopping and keeping safe whilst preparing food.	**Childhood** Mechanisms – wheels and axles – added school lesson Taxi project (usually linked to Bright lights KR project). Introduction to wheels and axles Food and nutrition: Cooking (Christmas tree biscuits)	**Coastline** Structures – Beach Hut project; strengthening	**Paws, Claws and Whiskers** Design – animal food packaging for a purpose Design – improve an existing Brazilian animal to make it even stronger and better and create a collage of it. Textiles – add sewn animal elements to the collage of the animal (see art)	**Street View (School Days)** Food and nutrition: Chop and Slice more detailed project based on food and preparation building on that introduced in term 1. Structures and Mechanism working collaboratively: Use construction kits to create a victorian and modern classroom. Use levers in the modern design.	**Scented Garden** Structures – Shade and Shelter DT project (usually linked to Childhood) Include a focus on textiles within this Food and nutrition: origins of food; make a simple healthy meal for visitors to the garden.
Robin B 22-23	**Wriggle and Crawl** Food and nutrition; exploring honey and baking	**Bright Lights Big City** Structures – make famous buildings to make a collaborative class cityscape using junk modelling – how to strengthen them and join	**Movers and Shakers** Evaluate: How could an everyday product be improved? Food and nutrition: Remarkable recipes project: Recapping food and plant food origins, following recipes	**Beachcomber** Textiles – sewing , creating a seagull finger puppet	**Land Ahoy** Textiles – sewing , creating a seagull finger puppet – continue on from Term 4 Mechanisms – create a toy boat out of construction materials using a lever or pulley	**Moon Zoom** Mechanisms: Creating space cards with sliders and levers Create a moon buggy – axles and wheels
Owls A 21-22	**Potions** Product design - Investigate and analyse existing products – make	**Through the Ages** Mechanisms – Tomb builders – levers and pulleys, wheels (usually	**Misty Mountains Winding River** **(Blue Abyss)** Textiles - Functional and fancy fabrics – printing		**Ancient Civilisations** Food and nutrition – Cook well and eat well project	

	and evaluate product	companion to ancient civilisations)	and embellishing fabric and wet felting with sewn embellishments. NW to train DB on wet felting technique Textile designer focus; William Morris Compare this work with another modern female fabric designer – school lesson – Irish artists Siobhan Healy and Mairead Burke – wet felted textiles Product design – assess and compare mountaineering equipment Structures – creating 3d landscape from paper and Modroc – strengthen and evaluate	
Owls B 22-23	**Invasion** Product design, creation and evaluation – Fresh food good food Food and nutrition – designing and making healthy snack alternatives		**Rocks, Relics and Rumbles** Mechanisms – Making it move project – cam mechanisms – exploring and making mechanisms with pulley, axels	**Emperors and Empires** Structures – Greenhouse – making greenhouse structures exploring how to strengthen them
Red Kite A 21-22	**Maafi** Structures – Engineers – bridge building and strengthening (this is usually a companion project to Frozen Kingdoms)		**Groundbreaking Greeks** Structures – architecture: exploring buildings and architecture through history Architect focus:	**Sow, Grow and Farm** Food and nutrition – Eat the seasons food
Red Kite B 22-23	**Dynamic Dynasties** Mechanisms – moving mechanisms – pulley, axels - pneumatic systems		**Frozen Kingdoms** Food and nutrition - Food for life: plan, make and evaluate healthy meals (this is usually a companion	**Britain At War** Textiles – sewing – make do and mend – different stitches and upcycling items

		project to Maafi)	