

Design Technology 2024-25 Yearly Overview. Pupils will complete a project in each technology discipline.

		Textiles Technology	Food & Nutrition	Resistant Materials
	KS2	Baseline Activity: Design and make a gyrocopter		
	KS3	Baseline Activity: Design and make a zoetrope		
KS2 (1 hour lesson a fortnight)	Year 5	Design and make a bookmark. Decorate and Construct a book mark, to discover hand sewing using hand embroidery stitches. 5 lessons	Healthy Me Introduction to the kitchen. Health and safety. A balanced diet – use the ‘eat well’ plate. Plan, make and evaluate a sandwich, smoothie, and complete a bread tasting challenge. 6-8 lessons	Focussed practical tasks: Bridges and Structures Teamwork challenges using materials to create indoor structures. Using tools and equipment safely to create a bridge example. 5 lessons
	Year 6	Design and make a phone case. Create a paper template and using felt, create a phone case that is sewn together and decorated using stitches. Confident and safe use of the sewing machines. Pass a sewing machine driving test! 5 lessons	Using Fruit as an Ingredient ‘Funky Fruit’. Work independently and as a team to produce flapjacks and a cheese biscuits. 5 lessons	Photo Frames Learn how to work safely in the workshop and what tools are used to measure, cut, drill and finish. Create a successful and useful photo frame. 5 lessons
KS3 (one double lesson)	Year 7	Design, make and evaluate a fabric pencil case with zip. Use heat transfer to design and create a pencil case. Insert a zip independently and construct the pencil case using the sewing	Using Vegetable as an ingredient ‘Veggie Heaven’. Independently prepare and cook a soup, stir-fry and a pasty. Confidently use the hob. Manage time and keep a tidy workspace. Manage time and washing up successfully.	Design, make and evaluate a Bug Hotel. Create a bug hotel using a variety of materials and research the importance of modelling and testing. Use the workshop safely and focus on cutting, drilling and

		machine safely		attaching the structure of the final product.
Year 8	T-Shirt Project.	Research, analyse, design, make and evaluate a t-shirt that will include a CAD/CAM logo/feature. Pupils have the opportunity to design their own logo and incorporate this into their design and manufacture. Students will investigate the work of others and discover fabric decoration, in the form of Tie-dye and screen printing.	The 3 P's – Pizza, Pasta and Puddings.	Acrylic Clock.
			Observe, plan and make a pizza, a layered pasta dish and an upside-down pudding. Vary the appearance, taste and texture. Work independently to create a family meal, managing time and washing up successfully.	Learn how to manipulate acrylic. Design, construct and evaluate a working, battery powered acrylic clock.