

Thirsk Community Primary School
DT Overview 2 Year Rolling Programme of Study

Year Group Year A	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Drivers	A History B Science	A Science B History	A Science/History B History	A Geography B Science	A Science B Science	A Geography / Science B Geography
Topic titles A	Marvellous Me Families Once Upon A Time-fairy-tale families	Autumn all around Christmas (RE)	Winter wonderland The Dark Might Sky (Art)	Fantastic Thirsk Join me on a Journey	Dinosaur Dig! Crazy Creatures	Where in the world? The Places You Will Go!
EYFS	Folding in half, cutting, making eye holes in masks, joining paper to make a book, linking strips of paper		Joining with moving parts, collage		Design and make a bag, 3D clay and Modelling baking	
<p>Design</p> <p>♣ design purposeful, functional, appealing products for themselves and other users based on design criteria ♣ generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p> <p>Make</p> <p>♣ select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] ♣ select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>Evaluate</p> <p>♣ explore and evaluate a range of existing products ♣ evaluate their ideas and products against design criteria</p> <p>Technical knowledge</p> <p>♣ build structures, exploring how they can be made stronger, stiffer and more stable ♣ explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products</p>						
Topic titles A	Towers, tunnels and turrets	Food Glorious Food	Famous People Street Detective	Out of an Egg	Animals & habitats	Passport Around the World
1/2	Design a castle - focus on moving drawbridge or portcullis	Cooking (Buy vegetables from the shop to make soup) look at local	Moving vehicles, axles focus	Design a hen house/ investigate the needs of hens and look at existing designs		Look at food from around the world/ where does food come from.

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		products Understand where food comes from Making pizzas				
Topic titles B	Go Wild	Celebrations	Fire! Fire!	Superheroes	Going Green	Going for Gold
1/2	Making puppets textiles	Designing and making a moving celebration card Investigate pop ups, and sliders.	Construction of Tudor houses Baking bread	Making boats Floating and sinking materials	Cooking and nutrition: use the basic principles of a healthy and varied diet to prepare dishes (2) Understand where food comes from Make a salad	Making biscuits/Olympic rings

KS2

Design

- ♣ use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- ♣ generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make

- ♣ select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- ♣ select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate

- ♣ investigate and analyse a range of existing products
- ♣ evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
 - ♣ understand how key events and individuals in design and technology have helped shape the world

Topic titles A	Stone Age	Performance	Sound/Light	Local Study	Rocks	Water Cycle / Solids/ liquids and gasses
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3/4	Basic food groups. Compare diets of stone age and modern age. Look at modern food miles, where is our food from?	Design, Make and Evaluate moving cards Apply their understanding of how to strengthen, stiffen and reinforce more complex structures Understand and use mechanical systems in their products Xmas moving cards – levers Instructions	Make fairground carousel/ incorporating electrical circuit- floating boat with lights (See twinkle unit) Battery operated lights lesson 2-3) <small>https://www.twinkl.co.uk/resource/tp2-d-128-planit-dt-lks2-battery-operated-lights-unit-pack</small>	Investigate local foods and produce Making award winning cheese/pies – visit shepherds purse or local butchers. Design a local menu.	Create a papier mache Volcano (bicarb and vinegar experiment) Investigate the worlds largest structures built of stone – oldest structures, longest bridges	Investigate solids into liquid and liquids into solids (making fruit smoothies and then creating ice lollies) making jelly/custard
Topic titles B	Digestion System	Egyptians/Greeks	Romans and Anglo Saxons	Forces and Magnets	Plants/Rainforests	Food
3/4	Origin of foods Venn diagram, healthy Lunch box plan Make a working stomach	Research the use of levers/ rollers use to create build the pyramids.	Design and make Roman jewellery Design and make a Roman shield. Design and build a moving chariot. Investigate the invention of key stone in arches	Design a working magnetic game (fishing/ magnet bottle maze) Make a working compass. Design a push vehicle (See twinkle unit Mechanical posters lessons 2 &6) <small>https://www.twinkl.co.uk/resource/tp2-d-100-planit-dt-lks2-mechanical-posters-unit-pack</small>	Awareness of the use of Palm oil (deforestation) investigate food which use it and the alternatives	Cooking and nutrition Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques Design and compare recipes for vegetable soup/ breads make a quiche DT follow a savoury recipe Origins of foods
Topic titles A	Vikings	Electricity	Forces/Moon Buggy	Around the world	Evolution	Materials

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5/6	<p>Design, Make and Evaluate Apply their understanding of how to strengthen, stiffen and reinforce more complex structures Viking helmets/Shields Investigate the unique design of the long boats and their purpose (to navigate seas and shallow rivers) Look at Viking diet, compare today's/ create a Viking feast – prepare a traditional Viking dish</p>	<p>Design, Make and Evaluate Apply their understanding of how to strengthen, stiffen and reinforce more complex structures Design an electrical/ moving toy</p>	<p>Design, Make and Evaluate Apply their understanding of how to strengthen, stiffen and reinforce more complex structures Moving moon buggy/ use a motor of electrical element</p>	<p>Investigate food/ traditional meals, national dishes of countries. Which food stuff does the country grow, produce. See</p>	<p>Programming Adventures (twinkle unit)</p>	<p>Design, Make and Evaluate Apply their understanding of how to strengthen, stiffen and reinforce more complex structures Sewing/ collage Creates something for Re using – up cycling Reusable bags/fashion show</p>
Topic titles B	Circulatory System	World War 2	Maya	Light/the eye	Animals and their habitats	Different carnivals/ performance.
5/6	<p>Design, Make and Evaluate How to make a Heart Model Reengineer the circulatory system (DT)</p>	<p>Design, Make and Evaluate Apply their understanding of how to strengthen, stiffen and reinforce more complex structures Make do and mend sewing Make a ww2 meal on rations compare to a</p>	<p>Make a Maya Mask. Art - multiple design s and edit 1 design in detail, create a cardboard prototype. Re-draft final design Make a paper mâché mask over a mould. Decorate according to final design</p>		<p>Automata Animals (Twinkle unit) Understand and use mechanical systems in their products https://www.twinkl.co.uk/resource/tp2-d-119-planit-design-and-technology-uks2-automata-animals-planning-overview</p>	<p>Super seasonal cooking (twinkle unit) https://www.twinkl.co.uk/resource/tp2-d-028-planit-dt-uks2-super-seasonal-cooking-unit-pack</p>