Intake Primary Academy DT Curriculum Overview CYCLE B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	**All about me** Using block modelling construction kits to make our houses Making our own face biscuits	**Transport** Making small scale vehicles – a boat that floats and a vehicle that moves with wheels Baking Christmas treats	**Space** Exploring papier mâché to make planets Making puppets for Chinese new year	**Kings and Queens** Join materials to make crowns and jewellery Design and make some treats for a royal feast	**Growing and changing** Exploring fabric and other materials to make flowers and plants	**Stories from the past** Creating clay sculptures of "Miro-like" people. Making food for a summer picnic
KS1	**Cooking: pizza and gingerbread** **Pizza** - Processed v home-made food Preserving food Cooking from different cultures—Naples, Italy History and cost of food Savoury **Gingerbread**- Spices, spicy/sweet History of food, food transport and cost of ingredients Decoration Cooked v raw Baking		**Sew: pencil cases** Process of design Features of a pencil case—size, materials, fastenings, shape, joining, decoration Using suitable materials Properties of different materials Making products with fabric Join fabric together—sewing and gluing Creating stitches with a needle and thread		**Build: moving pictures** Process of design Mechanical systems: levers and sliders Levers and sliders in everyday examples Structures and materials to make levers and sliders in moving pictures strong, stiff and stable.	
LKS2	**Sewing: cushions** Process of design Making products with fabric Types of fabric - natural/synthetic Properties of fabric—thickness, softness, stretchiness Features of a cushion – size, materials, shape, joining, decoration Decoration—appliqué		**Cook: ratatouille and cous cous** Sweet/Savoury Ratatouille—food from France Couscous—food from North Africa Vegetables as part of a healthy diet The different parts of a plant which we eat		**Build: moving miniature playgrounds** Process of design Mechanical systems: gears, teeth, interlock, motion transfer, drive gear, driven gear, gearing up, gearing down Gears: user and purpose in everyday examples Structures and materials to make a product with gears — 3d shapes, strong, stiff and stable. Electrical systems: circuits, batteries, bulbs and buzzers	
UKS2	**Build: waterwalls** Process of design Mechanisms: pulleys, Archimedes' screw Everyday examples and purpose of pulleys, purpose of Archimedes' screw Structures and materials to make products with pulleys in everyday examples—3d shapes, strong, stiff and stable Plastics: pollution/ recycling/reuse Use of electricity and connection to global warming Engineering systems to create environmentally friendly solutions—Nav Sawhney and the Washing Machine Project. Appropriate use of materials		**Build: electrical cars** Process of design Electrical Toys: user and purpose in everyday examples. Electrical systems: circuits, batteries, bulbs, buzzers and motors. Structures and materials to make a product with an electrical circuit —3d shapes, strong, stiff and stable.	**Cook: mezze** Sweet/Savoury Bread as part of a balanced, healthy diet, different types Using yeast—leavened/unleavened bread, baking Cooking from different cultures Wheat production	**Sew: upcycling** Process of design Fast fashion and globalisation Waste and pollution Upcycling, recycling, sustainability Processes for making clothes—seams and hems Decoration—appliqué, embroidery, buttons, gluing	