The Holy Spirit Catholic Primary School
Design and Technology Overview

Year Group & Cycle	Autumn Term	Spring Term	Summer Term
Year 1-2 Cycle A	**Mechanisms** **E.G: Wheels and Mechanisms** Make a toy bus to move around the classroom.	**Structures** **E.G: Windmills** Working to a design to make a Working Windmill	**Cooking and Nutrition** **E.G: Smoothies** Preparing foods by cutting and juicing and selecting fruits and vegetables to create a smoothie to meet a design brief.
Year 1-2 Cycle B	**Cooking and Nutrition** **E.G: Balanced Diet** Design 3 wraps which combine foods that combine well into a balanced meal.	**Mechanisms** **E.G: Moving Story Book** Following a design to create moving models that use levers and sliders.	**Textiles** **E.G: Puppets** Make a fairy tale character for a younger child to play with.
Year 3-4 Cycle A	**Mechanical Systems** **E.G: Pneumatics** Design and make a Pneumatic toy to match a design brief.	**Cooking and Nutrition** **E.G: Eating Seasonally** Learning about seasonal foods and using their understanding to create a seasonal food tart.	**Electrical Systems** **E.G: Torches** Making a torch with a working electrical circuit and switch.
Year 3-4 Cycle B	**Cooking and Nutrition** **E.G: Adapting a recipe** Learning a basic biscuit recipe and adapting it.	**Structures** **E.G: Constructing a castle** Design and build a castle with key features to appeal to a specific person/purpose.	**Textiles** **E.G: Cushions** Make a cushion that includes appliqué and cross-stitch.
Year 5-6 Cycle A	**Electrical Systems** **E.G: Doodlers** Create a functional Doodler that creates scribbles on paper with or without a switch.	**Structures** **E.G: Bridges** Design and make a bridge	**Cooking and Nutrition** **E.G: Developing a recipe** Learning a simple Bolognese recipe and developing it.
Year 5-6 Cycle B	**Textiles** **E.G: Stuffed Toys** Design and create a stuffed toy using a variety of stitches.	**Cooking and Nutrition** **E.G: Come dine with me** Selecting three recipes to create a three course meal.	**Mechanical Systems** **E.G: Pop-up book** Use a range of mechanisms and structures to illustrate a story.