DT-Why here, why now?

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Year A			Moving Monsters		Superfoods	Making Bunting
	Content			Analyse toys and identify moving arts, functional linkages		Healthy foods, vegetables and fruit	Making bunting for sports day
	Why here, why now			First DT topic, introducing children to design process with familiar expected outcome		Introduction to food groups using familiar items, origin of familiar food items	Linked to a real-life event (sports day) first use of materials to create a product, first steps with needle
	Key Vocabulary			Linkage, input, output, pivot, mechanism		Fruit, vegetables, recipe, preparation, healthy, balanced	Template, shape, edging, stitch, product
	Year B		vehicles		paddy's pirate lunch box problem		Sensational salads
	Content		favourite vehicles,		link to topic creating a working product for a pirate character		creating a simple salad
	Why here, why now		introduction to moving parts including axle, chassis and body, drawing a simple design		early introduction to structures, basic understanding to make their models stable and rigid, incorporating main points of design in their lunchbox		link to food topic from summer one using seasonal ingredients to create a variety of salads, early work on using a simple equipment
	Key Vocabulary		Axle, chassis, body, vehicle, design		equipment, materials, project, lunchbox, structure, stiffer, stronger, hinge,		fruit, root, vegetable, taste, smell, salad, hygiene, cut, knife

DT-Why here, why now?

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2	Year A		In the doghouse	Wacky Windmills		Making Puppets	
	Content		Building a doghouse for a pet, structures and materials focus	Design and build a structure of r a purpose,		Making a finger and glove puppet to a specific design	
	Why here, why now		Builds on previous work joining materials to look at stiffening and strengthening, building for a specific purpose, using design criteria, links to previous science work on materials	Links previous units on mechanisms and structures together to design a structure with a moving mechanism, focus on stability and strengthening, links to science topic on materials		Builds on previous unit making bunting, extending range of stitches, to include running and over stitch, finger control development	
	Key Vocabulary		Tools, equipment, materials, project, strengthen, stiffen	Materials, base, joining, design, construct, theme, rotate		Design, product, materials, tools, puppets. Template, accuracy	
	Year B		Moving card	Making Puppets			moving habitats
	Content		Creating a moving card for a purpose, identifying everyday materials and properties come at selecting suitable materials for purpose,	Making a finger and glove puppet to a specific design For part of the space topic			creating a real mechanism to incorporate into a habitat scene
	Why here, why now		introduction to moving parts Including sliders and levers and how they move, links to science topic on materials.	Builds on previous unit making bunting, extending range of stitches, to include running and over stitch, finger control development			Early introduction to development of structures including leave it, pivots and mechanisms
	Key Vocabulary		mechanisms, sliders, levers, pop-up, materials, properties, movement	Design, product, materials, tools, puppets. Template, accuracy			moving, design, product, slide up, lever, , joined

DT-Why here, why now?

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	**Year A**			Keyrings	Juggling balls		Let's go fly a kite
	Content			CAD design of key rings,	Textiles unit developing a design and construction techniques into a finished product,		Design and produce a working kite
	Why here, why now			Introduction to basic CAD design and production, creating a useful product to a simple design. Moving from 2D to 3D	Links to previous textile unit on bunting and puppets, additional joining stitches employed, increased expectations of accuracy, introduction to embellishment techniques		Links to previous units on structures, looking at creating a wooden frame and using stiffening and joining techniques, development in understanding of importance of building for a purpose
	Key Vocabulary			Design 2d, 3d, program, software	Stitches, design, running stitch, back stitch, over stitch, product, tie-dye, embellishment		Tow point, diamond structure, spars, frame, delta, tail
	Year B		Keyrings/name plate	Stationery storage			Photograph frames
	Content		CAD design of key rings, or name plate	Textiles unit developing a design and construction techniques into a finished product,			structures unit creating freestanding photograph frames
	Why here, why now		Introduction to basic CAD design and production, creating a useful product to a simple design. Moving from 2D to 3D	Links to previous textile unit on bunting and puppets, additional joining stitches employed, increased expectations of accuracy, introduction to embellishment techniques			developing from earlier work on structures, incorporating the use of different materials and methods for joining them, creating labelled designs and features that enhance stability and aesthetic appeal, Extension of understanding of structures
	Key Vocabulary		Design 2d, 3d, program, software	Stitches, design, running stitch, back stitch, over stitch, product, tie-dye, embellishment			structure, stability, strengthen, reinforcement, design, construction, material, freestanding, durability, criteria

DT-Why here, why now?

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 4	Year A	Mechanical posters		Electronics, simple circuits			
	Content	Creating moving posters using different linkage types		Create a battery-operated night light			
	Why here, why now	Building on previous mechanism units, utilising a range of lever/1linkage types. Focus on design process development, using annotated design s and prototype constructions prior to final product		Links to electricity topic in science, focus on design for a purpose, developing annotated designs from A1 unit, focus on needs of the user			
	Key Vocabulary	Input, output, lever, linkage, mechanism, prototype, annotation		Circuit, Switch Bulb, Buzzer Components Exploded Diagram Prototype, Evaluate			
	Year B		electrical systems			Healthy snacks	Mechanisms
	Content		Create a battery-operated torch			Variety in foods Creating a range of foods and snacks from around the world Focus on world food trade and sustainability,	creating automated animals using cams incorporating at least two moving parts and using annotated diagrams, s
	Why here, why now		Links to electricity topic in science, focus on design for a purpose, developing annotated designs from earlier units, focus on needs of the user, practicality and ease of use			food unit, to pull together skills learnt in food preparation, hygiene and meal planning,	mechanisms unit developing detailed designs for mechanical devices, links to previous units on mechanisms and brings together skills developed in constructing mechanisms, particularly Cam mechanisms to create a moving animal
	Key Vocabulary		Circuit, Switch Bulb, Components Exploded Diagram Prototype, Evaluate			Savoury, tortilla, spring roll, pretzels countries	Mechanism, automated, cams, moving,

DT-Why here, why now?

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5 and 6	**Year A**			Seasonality in foods (short unit based on Yr 4)	Electrical circuits,		Making a lunchbox
	Content			Creating a range of seasonal savoury snacks from around the world	Create an alarm system		Designing a lunchbox for secondary school, incorporating learnt techniques
	Why here, why now			Focus on world food trade and sustainability, Final food unit, to pull together skills learnt in food preparation, hygiene and meal planning,	Links to previous unit on electrical systems, focus on more complex circuits and also incorporating earlier work on structures to form alarm box		Pulling together previously learnt textile production techniques, to create a specific product for a purpose
	Key Vocabulary			Savoury, tortilla, spring roll, pretzels	Alarm, system, components, fault tracking		Design, purpose, prototype, stitches, embellishment,
	Year B	Watercolours	action drawings			Islamic art	
	Content	creating an agate watercolour slice, incorporating concentric ring shades,	showing movement in art, Muy bridge, Boccioni and Delauney			similarities and differences between pieces of Islamic art, shapes and patterns, arabesque designs, calligraphy, Islamic architecture	
	Why here, why now	Links to geography topic on resources and the environment, developing understanding of creating light and dark shades of the same colour and blending effectively add a material for texture	Builds on previous work on portraiture and develop skills in first hand observation and drawing, recording from experience and imagination and using colours to reflect an idea or emotion, using techniques in a difficult area of drawing			builds on previous work on calligraphy from manuscripts unit, and links to RE topics on Creativity [term 2]	
	Key Vocabulary	pattern, structure, blend, mix, tone, shade,	sequence, observation, movement, features, activity, colours, action, layering, montage			Geometric, tessellating, arabesque, motif, calligraphy, structural, decorative	