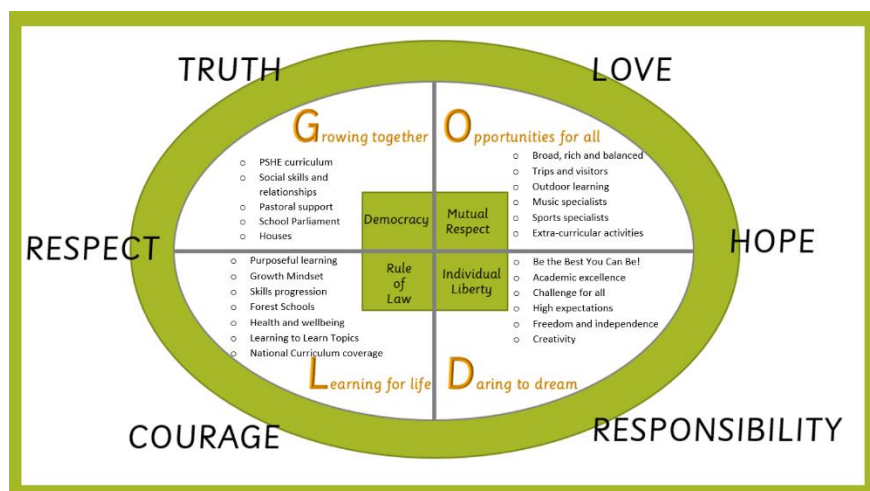


## DT



### Essential characteristics of Design and Technology:

- Significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.
- An excellent attitude to learning and independent working.
- The ability to use time efficiently and work constructively and productively with others.
- The ability to carry out thorough research, show initiative and ask questions to develop an exceptionally detailed knowledge of users' needs.
- The ability to act as responsible designers and makers, working ethically, using finite materials carefully and working safely.
- A thorough knowledge of which tools, equipment and materials to use to make their products.
- The ability to apply mathematical knowledge.
- The ability to manage risks exceptionally well to manufacture products safely and hygienically.

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Reception</b>	Naming colours/tools Junk model vehicles (structure)	Pumpkin Soup (Food)	Model Making (structure) Baking Bread (Food)	Creating our own Super-vegetables (structure)	Sewing (Textiles) Clay mini-beasts Bear Bread (Food)	Folding Designing, Making and Building Kites (structure)
<b>Year 1</b>	Joining materials- Make a picture frame (structure)	Fabric- Peg dolls (textiles) 3D Christmas cards (Control & Mechanisms)	Cooking- Bread (Food) Construction- Design a new firefighting tool. (Structure)	Healthy snacks (food) Designing & Making a Pulley (Control & Mechanisms)	Moving pictures (Control & Mechanisms)	Moving models: Design and make a moving animal (Control & Mechanisms)
<b>Year 2</b>	Building Houses (structure)		Baking Biscuits (Food)	Transport Design (Control & Mechanisms)		
<b>Year 3</b>		Victorian sewing sampler (Textiles)	Pizza (food)			Junk Modelling Iron Man Robots (structure)
<b>Year 4</b>	Museum Alarm (Control & Mechanisms)			Stone Age Pouch with plaiting (Textiles)	Bridges (Structure)	
<b>Year 5</b>		Space Theme Park (Control & Mechanisms)	Survival Vehicle (Control & Mechanisms)		Shakespearean Feast (food)	
<b>Year 6</b>		Anderson Shelters (structure)				Memory cushions (Textiles)