

DT Whole School Long term overview for website 2023-2024

Early Years

Red Class

D&T learning occurs in the Expressive Arts and Design part of the Early Years curriculum. Throughout their time in Red class, our pupils are given opportunities to design and make produces which have a:

User, for example, a new coat for Paddington Bear.

Purpose, for example, sandwiches for a party.

Function, for example, a wall strong and stable enough for Humpty.

Aesthetics, for example, decoration used on a greetings card.

KS1 and KS2

D&T involves designing and making a product for a purpose which can be tested in use. Pupils in KS1 and KS2 undertake 3 DT projects a year. Within each unit of work that there are learning opportunities for promoting creativity, developing designing skills such as generating, exploring, modifying ideas through drawing, modelling with materials, tasting and evaluating. At KS2 children think about who will be using their product. Wherever possible, the DT projects link with class topics and specific subjects.

Year Group	Project A	Project B	Project C
Yellow Class	Mechanisms- sliders and levers Make a greeting card with moving parts	Structures –freestanding structures Create a structure for a fairy tale character.	Food – Preparing fruit and vegetables Plan and prepare a dish for a 6 year old child using fruits and vegetables from hot and cold countries.
Blue Class	Mechanism – Wheels and axles Plan and make a product that solves a problem to do with	Food- preparing fruit and vegetables Plan and prepare a meal for a 7 year old child using fruit and	Textiles – templates and joining techniques Plan and make a hand puppet Nocturnal Animals link

	transporting something or someone.	vegetables that can be grown in our gardens	
Purple Class	Textiles - 2D shape to 3D product Plan and create a piece of clothing that can be seen in the dark.	Food- Healthy and varied diet Plan and cook a nutritious meal for an 8 year old child	Structures (including computer aided design) Create a cracking contraption that includes a shell structure (eg a tunnel or a bridge)
Green Class	Mechanical system with levers and linkages Make a moving parts poster to inform younger children about our school.	Simple electrical system (including programming and control) Make an illuminated sign.	Food – Healthy and varied diet Plan and make a healthy and nutritious meal using ingredients from Southern Europe.
Silver Class	Structures – Frame structures Create a structure to improve stargazing at home.	Food – (including cooking and nutrition) Celebrating culture and seasonality Plan and make a healthy meal using seasonal produce which avoids waste for a 10 year old child.	Mechanical Systems Pulleys or gears Create a product which uses pulleys and gears such as a fairground ride.
Gold Class	Electrical Systems - More complex switches and circuits Design and make a product that solves a problem utilising more complex switches and circuits. Such as an automatic night light.	Textiles - Combining different fabric shapes (including computer-aided design) Design and make a doorstep to remember Grayshott Primary school.	Food – (including cooking and nutrition) Celebrating culture and seasonality Plan and prepare a summer lunch for a visitor who follows a world religion studied in Year 6.