



# Design Technology



Every year the children will experience a Food, Textile and a Design, Build and Evaluate module.

Each class will also have a gardening project each year to learn about seasonal growing and using their produce to make a meal.

Children will also experience mini projects related to their thematic learning based on the principles taught in DT.

*Extra Design, Build and Evaluate modules have been build into Autumn term which class teachers can use if time allows.*

Classes 1 and 2			
Cycle A	Autumn - Food	Spring - Design, Build and Evaluate	Summer - Textiles
Class 1 and 2	How to make a healthy sandwich <i>Wacky Races with wheels and axils</i>	Constructing Windmills	Creating a pouch
Cycle B			
Class 1 and 2	How to make a healthy smoothie <i>Junk model Fire Engine</i>	Making Baby Dear's Chair	Creating a sea creature
Cycle C			
Class 1 and 2	How to make a healthy wrap <i>Making a moving book</i>	Making a moving Sea Monster	Creating a puppet

Classes 3 and 4			
Cycle A	Autumn - Food	Spring - Design, Build and Evaluate	Summer - Textiles
Class 3 and 4	Adapting a recipe <i>Constructing Bridges</i>	Constructing a castle	Creating a Cushion fit for a king
Cycle B			
Class 3 and 4	Creating a Stone Age Feast <i>Digital mindfulness</i>	Making a pneumatic toy	Creating a stuffed toy to help tell a story
Cycle C			
Class 3 and 4	Seasonal Eating - making a meal from the class garden plot <i>Creating a Pop Up book</i>	Creating a torch	Creating a book sleeve for their favourite book

Class 5			
Cycle A	Autumn - Food	Spring - Design, Build and Evaluate	Summer - Textiles
Class 5	Come Dine With Me - WWII Rations style <i>Design a model Lighthouse</i>	Automata Toys	Cross stitching a book mark