

## Rise Design & Technology Overview (2-year rolling programme)

The national curriculum for design and technology aims to ensure that all pupils:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.

	Block 1	Block 2	Block 3
<b>EYFS</b>	See EYFS overview document		
<b>Yr 1/2 A</b>	<b>Windmills</b> Structure: joining and strengthening (designing a windmill)	<b>Smoothies</b> Cooking: make a healthy and high energy snack/fruit smoothie	<b>Puppets</b> Textiles: making puppets
<b>Yr1/2 B</b>	<b>Moving vehicle</b> Mechanisms: making a moving vehicle with wheels	<b>Making Crumble</b> Cooking: sieving and rubbing in (fruit crumble)	<b>Investigating Stitches</b> Textiles: investigating stitches (sampler bookmark)
<b>Yr 3/4 A</b>	<b>Cooking Soup</b> Cooking: cutting and adapting recipes	<b>Shell Packaging</b> Structure: making packaging	<b>Pneumatic Monsters</b> Mechanisms: making a pneumatic monster
<b>Yr 3/4 B</b>	<b>Musical Instruments</b> Structure: making a musical instrument (Landfill Orchestra)	<b>Torches</b> Electrical Systems: constructing an electrical circuit (torches)	<b>Textile Animals</b> Textiles: making a 3D animal/stuffed teddy (Mr Finch)
<b>Yr 5/6 A</b>	<b>Bridges</b> Structure: exploring pillars and beams (bridge-building)	<b>Space Race</b> Mechanisms: hydraulics	<b>Cooking Bread</b> Cooking: kneading, rolling and shaping (bread)
<b>Yr 5/6 B</b>	<b>Fairgrounds</b> Structure/Electrical Systems: fairground (motors and models)	<b>Mechanical Toys</b> Mechanisms: woodwork - cams	<b>Meal Planning OR Digital Media</b> TBC

Structure	Cooking	Textiles	Mechanisms	Electrical Systems
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