

Holymead Primary School

Design Technology Curriculum Overview

Elements							
Skills	Investigating: Existing real-life products and key vocabulary.	Designing: Planning and communicating ideas.	Making: Working with tools and equipment. Developing key skills.	Evaluating: Reflecting on process and product.			
	Reception (YR)	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Term 1/2	Using scissors safely. Junk modelling: vehicles. Clay pots for Diwali.	Mechanisms Slides and levers (Links to English unit)	Textiles Christmas decorations (Links to Christmas)	Shell structures Product boxes	Mechanisms Pop up cards	Textiles – book bag (Links to Christmas)	
Term 3/4	Using split pins to join paper and card. Explore using/ holding basic tools e.g. saw or hammer. Junk modelling: rockets - joining techniques	Textiles The Queens Knickers by Nicholas Allan (Links to text)	Mechanisms Wheels and axels Fairground wheels			Electricity - The Nowhere Emporium (Links to English text and Science topic)	Woodwork - making trebuchets (catapults) (Links to History topic)
Term 5/6	Design and make: Clay minibeasts	Structures Windmills	Structures/ 3D models Aborigine masks	Term 5 - Textiles Weather mobiles (Links to Geography unit) Term 6 - Computer Aided Design – Tinkercad (new unit)	Term 5 – Woodwork/structures Roman shields (Links to History unit) Term 6 – Textiles Mayans (Links to History unit)	Wood structures Bug houses (Links to Science unit)	
Trips and Events							
	Whole School DT Exhibition	Whole School DT Exhibition	Whole School DT Exhibition	Whole School DT Exhibition	Whole School DT Exhibition	Whole School DT Exhibition	Whole School DT Exhibition
Extracurricular Activities							
			Woodwork Club		Sewing club	Junk modelling	

