

DT KEY STAGE CYCLE OVERVIEW

	Cycle A			Cycle B		
Year Group	Autumn	Spring	Summer	Autumn	Spring	Summer
1/2	My Superbody	Rainforest Explorers	Into the Woods	A Knights Tale	Explorers and Adventurers	Buckets and Spades
National Curriculum	Outcome: Fruit Salad Use the basic principles of a healthy and varied diet to prepare dishes To understand where food comes from	Outcome: Moving pictures – slider mechanisms Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. (Pre-cut and measured materials)	Outcome: Birdfeeder – recyclable materials Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.	Outcome: Junk model Castle Build structures, exploring how they can be made stronger, stiffer and more stable	Outcome: Space Vehicle Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. (materials will be pre-cut and measured ready for assembly)	Outcome: Preparing a packed lunch (Visit to Tesco) Use the basic principles of a healthy and varied diet to prepare dishes To understand where food comes from
3 /4	Extreme Earth Volcanoes, Tsunamis, Earthquakes	Ancient Egyptians	Caribbean	Yabba Dabba Doo Stone Age	Rotten Romans Zambia	Cotton, Coal and Canals
National Curriculum	Outcome: World of work – design either a Christmas cake, Santa’s sleigh or a new outfit for Santa - (following a brief) Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups	Outcome: Design and make a bag for an archaeologist Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.	Outcome: Making a traditional Caribbean dish: Jerk Chicken Understand and apply the principles of a healthy and varied diet Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed	Outcome: Make a car for a Flintstone. Make headlights for a Flintstone car (wheels axels, glue gun and hack saw) Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].	Outcome: Make a gladiator stew Understand and apply the principles of a healthy and varied diet Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques Understand seasonality, and know where and how a variety of ingredients are	Outcome: Bridges Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. Designers – Joseph Strauss

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	<i>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams</i> <i>Evaluate their ideas and products against design criteria</i>	Designers - Cambridge Satchel Company (developing skills from year 2 – running and blanket stitch)			<i>grown, reared, caught and processed</i>	
5 / 6	WWII	Monarchy Crime and Punishment	Mayans	Vikings and Saxons Invaders and Settlers	The tale of 3 cities	Greece Lightning
National Curriculum	Outcome: Pie (variety of pies including mash, crust and suit top) using war time ingredients <i>Understand and apply the principles of a healthy and varied diet</i> <i>Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</i> <i>Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed</i> <i>SICT Centre visit</i> <i>Outcome: Apply their understanding of computing</i>	Outcome: Enterprise – Christmas decoration (sewing) <i>Select from and use a wider range of materials and components, including textiles and ingredients, according to their functional properties and aesthetic qualities.</i> Designers - Cambridge Satchel Company	Outcome: Make a security system to protect a temple including levers and pulley, buzzers and motors) <i>Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].</i>	Outcome: Design and make a Viking Long Boat. <i>Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.</i>	Outcome: Design your own plinth. <i>Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.</i>	Outcome: Making pitta bread <i>Understand and apply the principles of a healthy and varied diet</i> <i>Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</i>

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	<i>to program, monitor and control their products</i> <i>Apply their understanding of computing to program, monitor and control their products</i>					
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