



King Athelstan Design Technology Curriculum

	Autumn	Spring	Summer
	Design Technology at King Athelstan allows children to find a solution by making products by meeting the need of a person or group of people.		
Year 1	<u>Structures</u> Creating favourite room (Designing, planning, creating, evaluating)	<u>Structures</u> Chinese lanterns (Knowledge, creating)	<u>Textiles</u> Animal finger puppets (Designing, planning, creating, evaluating)
	<u>Food</u> Fruit kebabs (Designing, planning, creating, evaluating)	<u>Structures</u> Bridges (Knowledge, creating)	
Year 2	<u>Structures</u> Making 'Out of Order Telephone Boxes' (Designing, planning, creating, evaluating)	<u>Structures</u> Tutor Houses (Designing, planning, creating, evaluating) <u>Food</u> Baking bread (Knowledge, making)	<u>Structures</u> Totem Poles (Designing, planning, creating, evaluating)
Year 3	<u>Food</u> Stone Age Stew (Knowledge (creating menu), planning, making, evaluating)	<u>Textiles</u> African cushions (Designing, planning, creating, evaluating)	<u>Structures</u> Recyclable robots (Designing, planning, creating, evaluating)
	<u>Structures</u> Redesigning Ug's invention (Designing, planning, peer evaluating)		
Year 4	<u>Structures (wood work)</u> Shaduf (Designing, planning, creating, evaluating)	<u>Structures (wood work)</u> Roman catapult (Designing, planning, creating, evaluating)	<u>Mechanical systems</u> Pop up story book (Designing, planning, creating, evaluating)
Year 5	<u>Structures</u> Viking Longboat (Designing, planning, creating, evaluating)	<u>Food</u> Greek Pancakes (Food tasting, exploring, making, food review)	<u>Structures (wood work)</u> Victorian mechanical toy (Designing, planning, creating, evaluating)
Year 6	<u>Textiles</u> Soft toys (Designing, planning, creating, evaluating)	<u>Structures</u> Design and making board games (Designing, planning, creating, evaluating)	<u>Food</u> Making WW2 biscuits (Knowledge, making)