



# Sparsholt C of E Primary School

## Design and Technology



### 2 Year Long Term Overview

	Cycle	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
		<b>Fire Fire</b>		<b>Water Water Everywhere</b>		<b>Kings, Queens and Superheroes</b>	
<b>Willow (YR and Y1) &amp; Beech (Y1 and Y2)</b>	1	<b>Mechanisms - Sliders and levers</b> Design, make and evaluate a Tudor horse and cart, fire engine or building. Replicate the style of the houses found in London at the time.		<b>Structures – free standing</b> Design, make and evaluate a boat. Evaluation as a result of testing.		<b>Food – preparing fruit and vegetables</b> Design and make a fruit drink fit for a Queen.	
		<b>Fun and Games</b>		<b>Explorers</b>		<b>Who Lives here?</b>	
	2	<b>Textiles – templates and joining</b> Design, make and evaluate a puppet		<b>Mechanisms – wheels and axles</b> Design, make and evaluate a mode of transport. Evaluation as a result of testing		<b>Food – preparing fruit and vegetables</b> Make a healthy dish and understand where the ingredients come from.	
		<b>Stones, Bones and the Metal Man</b>		<b>Temples, Tombs and Tutankhamun</b>		<b>Chomping Chocolate: from Pod to Pocket</b>	
<b>Maple (Year 3)</b>	1 & 2	<b>Structures – shell</b> Design, research, make and evaluate a house based on the Stone, Bronze or Iron age.		<b>Textiles – 2D shape to 3D product</b> Design, make and evaluate a head dress using woven patterns		<b>Food – healthy and varied diet</b> Cooking and nutrition – research, design, make and evaluate a chocolate bar.	
		<b>Vicious Vikings</b>		<b>Mighty Mountains</b>		<b>The Greeks</b>	
<b>Rowan (Y4 and Y5)</b>	1	<b>Structures - shell</b> Design, research, make and evaluate a Viking Longboat  <b>Textiles – 2D shape to 3D product</b> Research, design and make an Anglo Saxon purse		<b>Electrical systems – simple circuits and switches and Mechanisms – pulleys and levers</b> Design, research, make and evaluate a Ski lift station.		<b>Food – celebrating culture and seasonality</b> Greek Cuisine: Make traditional Greek dishes Inventions:  (Design and build inventions that could change the world) <b>STEM project</b>	
		<b>Britain Under Attack!</b>		<b>ANGRY EARTH</b>		<b>What do we mean by the Circle of Life?</b>	
	2	<b>Mechanisms – levers and linkages</b> <b>Catapults- Push- pull forces</b> Children to make their own catapults and understand what makes them more/less effective (Linked to Science)		<b>Structures – frame</b> <b>Weather stations</b> Choose how to monitor and measure a specific form of weather – e.g. wind or rain		<b>Structures - frame</b> <b>Bug hotels and bird feeders</b> How do we design shelters that appeal to insects and wildlife?	
		<b>Crime Stoppers</b>		<b>Hola Mexico!</b>		<b>Brain Smart - The Art of Being Human</b>	
<b>Oak (Y5 and Y6)</b>	1	<b>Electrical systems – more complex switches</b>  <b>Create a pop-up/light up greeting card</b> -Explore working mechanisms and identify electrical components -Design and make a pop up/ light up greeting card understanding mechanisms and circuits -Evaluate effectiveness of finished design  <b>Electrical systems – more complex switches</b> Design and make a pressure alarm sensor system		<b>Food – celebrating culture and seasonality</b> <b>Research and make an authentic Maya drinking chocolate.</b> Design and make a new brand of Maya drinking chocolate. <b>Structures - shell</b> Design packaging and all promotional materials  <b>Food – celebrating culture and seasonality</b> Prepare and cook a variety of predominately savoury dishes using a range of cooking techniques Design and prepare tacos, Salsa, guacamole and tamales		<b>Use visual based programing software to design a game based on Healthy Living theme</b> Use Scratch and Kodu to make a game, controlling the movement and responses of different elements of the game	
		<b>We can do it!</b>		<b>There is no Planet B</b>		<b>Why are the Rainforests so important?</b>	
	2	<b>Textiles – combining different fabric shapes</b> <b>'Make do and mend' – sustainability</b>  <b>Food – celebrating culture and seasonality</b> WW2 Rations cookery		<b>Structures - frame</b> <b>Design</b> Create a 3D model of a river basin		<b>Mechanisms – pulleys or gears</b> Create an information book with moving parts	