



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