

EYFS: Creating with Materials

The children will safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. They will share their creations, explaining the process they have used. Children will have the opportunity to make use of props and materials when role playing characters in narratives and stories.

Year 1 Shade and Shelter (Structures)

The children learn about the purpose of shelters and their materials. They name and describe shelters and design and make shelter prototypes. Children then design and build a play den as a group and evaluate their completed product.

Year 1 Chop, Slice and Mash (Cooking and Nutrition)

The children will learn about sources of food and the preparatory skills of peeling, tearing, slicing, chopping, mashing and grating. They use this knowledge and techniques to design and make a supermarket sandwich according to specific design criteria.

Year 1 Taxi! (Mechanisms)

The children will learn about wheels, axles and chassis and how they work together to make a vehicle move. They will design and make their own moving vehicle.

Year 2 Sliders and Levers (Mechanisms)

The children will learn about three types of mechanism: sliders, levers and linkages. They will make models of each mechanism before designing and making a greetings card with a moving part.

Year 2 Beach Hut (Structures)

The children will learn about strengthening structures and experiment with different ways to join materials. They will explore how a structure can be made stronger, stiffer and more stable when working with cardboard and wood. The children will design their own beach hut and construct it using a box frame.

Year 2 Remarkable Recipes (Cooking and Nutrition)

This project teaches children about sources of food and tools used for food preparation. They also discover why some foods are cooked and learn to read a simple recipe. The children choose and make a new school meal that fulfils specific design criteria.

Year 2 Cut, Stitch and Join (Textiles)

The children will learn about fabric home products and the significant British brand Cath Kidston. They will learn how to do a running stitch to join fabric together and will make a sewn bag tag.

Year 3 Making it Move (Mechanisms)

In this project the children learn about cam mechanisms. They will experiment with different shaped cams before designing, making and evaluating a moving toy.

Year 3 Greenhouse (Structures)

The children learn about the purpose, structure and design features of greenhouses, and compare the work of two significant greenhouse designers. They learn techniques to strengthen structures and use tools safely. They use their learning to design and construct a mini greenhouse.

Year 3 Cook Well, Eatwell (Cooking and Nutrition)

The children learn about food groups and the Eatwell guide. They learn about methods of cooking and explore these by cooking potatoes and ratatouille. The children choose and make a taco filling according to specific design criteria.

Year 6 Engineer (Structures)

The children will learn about remarkable engineers and significant bridges, learning to identify features, such as beams, arches and trusses. They complete a bridge-building engineering challenge to create a bridge prototype.

Year 6 Food for Life (Cooking and Nutrition)

The children will learn about processed food and healthy food choices. They will make bread and pasta sauces and learn about the benefits of whole foods. They will use this knowledge to plan and make a healthy meal, and evaluate their completed products.

Year 6 Make Do and Mend (Textiles)

The children will learn a range of simple sewing stitches, including ways of recycling and repurposing old clothes and materials. They will complete a challenge to create a new item of clothing from recycled textiles and fabrics.

Year 5 Eat the Seasons (Cooking and Nutrition)

The children will learn about the meaning and benefits of seasonal eating, including food preparation and cooking techniques. They will design and make a healthy, seasonal soup.

Year 5 Architecture (Structures)

This project teaches children about how architectural style and technology has developed over time and then use this knowledge to design a building with specific features.

Year 5 Moving Monsters (Mechanisms)

In this project, the children will learn about pneumatic systems. They will experiment with pneumatics before designing, making and evaluating a pneumatic monster.

Year 4 Functional and Fancy Fabrics (Textiles)

This project teaches children about home furnishings and the significant designer William Morris. They learn techniques for decorating fabric, including block printing, hemming and embroidery and use them to design and make a fabric sample.

Year 4 Fresh Food, Good Food (Cooking and Nutrition)

The children will find out about food decay and preservation. They discover key inventions in food preservation and packaging, then make examples. The children will prepare, package and evaluate a healthy snack.

Year 4 Tomb Builders (Mechanisms)

This project teaches children about simple machines, including wheels, axles, inclined planes, pulleys and levers, exploring how they helped ancient builders to lift and move heavy loads. They will use their knowledge of simple machines to design and make a machine prototype to help the Egyptians lift heavy stones.

Our DT Learning Journey

Year R

Early Years

Key Stage 1

Year 1

Year 2

Key Stage 2

Year 3

Year 4

Year 6

Year 5

