Broughton-in-Amounderness Church of England Primary School

Love learning, life, one another and God

Updated September 2025

Design & Technology Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	**Me and My Feelings** ***Structures*** Use blocks and kits to create imaginary worlds.	**Trains, Planes & Automobiles** ***Structures & Food*** Create bird nests, bird feeders and bug hotels.	**Healthy Me** ***Food*** Add healthy additions to recipes e.g. fruit to porridge.	**Beautiful World** ***Textiles*** Use a range of fabrics pens and paints on material.	**Mysterious Monsters** ***Structures & Mechanisms*** Use constructions kits which include wheels.	**Under the Sea** ***Structures*** Use a range of materials to build a bridge over a 'river'.
Reception	**Me and My Feelings** ***Structures*** Build a den or 'safe space' using a range of materials.	**Trains, Planes & Automobiles** ***Structures & Mechanisms*** Design and make a vehicle which moves on wheels.	**Healthy Me** ***Food*** To create simple healthy snacks e.g. smoothies	**Beautiful World** ***Textiles*** To weave paper using paper, string, wool etc.	**Mysterious Monsters** ***Structures & Textiles*** To design & make a monster using recycled materials.	**Under the Sea** ***Structures & Textiles*** Design and build a boat which floats on water.
Year 1	*(Art)*	**Ice and Fire** ***Mechanisms (vehicles)*** Design, make and evaluate a fire engine (product) for themselves (user) to race (purpose).	*(Art)*	**Outdoor Adventure** ***Structures*** Design, make and evaluate a freestanding treehouse (product) for their home (user/purpose).	**Food for Thought** ***Food*** Design, make and evaluate a healthy soup (product) for Bernie (user) to taste/use (purpose).	*(Art)*
Year 2	*(Art)*	*(Art)*	**Dungeons and Dragons** ***Mechanisms (slider/levers)*** Design, make and evaluate a mechanical poster (product) for the class (user) to tell a simple story and keep (purpose).	*(Art)*	**Explorers** ***Textiles*** Design, make and evaluate a glove puppet (product) for themselves/ their group (user) for a puppet play (purpose).	**Chocolate** ***Non-NC*** Design, make and evaluate a chocolate bar (product) for a friend (user) who cannot eat much sugar (purpose).
Year 3	*(Art)*	**Anglo-Saxons** ***Textiles*** Design, make and evaluate a Christmas tree decoration (product) for themselves (user) to tell the Nativity story, then hang at home (purpose).	*(Art)*	**Hunted/Predators** ***Food*** Understand the need for a balanced diet, explore seasonality and where food comes from (theory work before Broughton High visits next year).	**Water, Water** ***Mechanical Systems*** Design a mechanical poster (product) for the school/community (user) to explain ways in which we can 'Save our Seas' (purpose).	**Growth and Change** ***Structures*** Design, make and evaluate a mini greenhouse (product) for a plant (user) to help it grow (purpose).
Year 4	*(Art)*	**Circus, Circus** ***Electrical Systems & ICT*** Design, make and evaluate an illuminated sign (product) for a circus (user) to inform(purpose).	*(Art)*	**Fabulous Foods** ***Food*** Attend practical food technology sessions at Broughton High School.	*(Art)*	*(Art)*
Year 5	**Earth and Space** ***CAD*** Use CAD software to design 3D rockets (3D printing if possible).	*(Art)*	**The Amazon** ***Food*** Design, make and evaluate different breads (product) for partners (user) to celebrate different cultures (purpose).	*(Art)*	*(Art)*	**The Tudors** ***Textiles*** Design, make and evaluate a money holder (product) for a Tudor (user) to carry their coins (purpose).
Year 6	*(Art)*	*(Art)*	**Survival** ***Structures (& Mechanisms)*** Design, make and evaluate mechanical cam toy structures linked to the survival of our planet and animals.	*(Art)*	**Faster, Higher, Stronger** ***Significant Person Study*** Explore the life and work of Julia Barfield, in particular the design of the London Eye in preparation for the residential visit to London and to link back to ***electrical systems and ICT*** now taught in Year 5 computing (designing, building and programming moving fairground rides).	