



# Design Technology at Peel Park

## Autumn Term

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Structures: Junk modelling</b> Exploring materials through junk modelling, children develop their scissor skills and awareness of materials and joining techniques	<b>Mechanisms: Making a moving story book</b> Making three pages of a moving story book, based on a familiar story	<b>Cooking and nutrition: A balanced diet</b> Explore and learn what forms a balanced diet, to create a healthy wrap	<b>Textiles: Cross-stitch and appliqué</b> Introduce two new skills: cross stitch and appliqué, to create cushions or Egyptian collars	<b>Cooking and nutrition: Adapting a recipe</b> Working in groups to adapt a simple biscuit recipe, to create the tastiest biscuit	<b>Mechanisms: Pop up book</b> Creating a four-page pop-up story book design, incorporating a range of functional mechanisms	<b>Textiles: Waistcoats</b> Selecting fabrics, use templates, pin, decorate and stitch materials together to create a waistcoat

## Spring Term

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Cooking and nutrition: soup</b> Learning about vegetables and where they come from while preparing to make a soup	<b>Textiles: Puppets</b> Explore different ways of joining fabrics before creating hand puppets	<b>Textiles: Pouches</b> Introduction to sewing – learn a basic running stitch	<b>Cooking and nutrition: Eating seasonally</b> Looking at the relationship between the colour of fruits and vegetables and their health benefits: make three dishes.	<b>Electrical systems: Torches</b> Applying their scientific understanding of electrical circuits to create a torch made from recycled and reclaimed materials and objects.	<b>Cooking and nutrition: What could be healthier?</b> Researching and modifying a traditional Bolognese sauce recipe to make it healthier	<b>Cooking and nutrition: Come dine with me</b> Research and prepare a three-course meal and taste-test and score their food

## Summer Term

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Structures: Boats</b> Design and make a boat that is waterproof and floats	<b>Cooking and nutrition: Smoothies</b> Handle and explore fruits and vegetables to create a smoothie with accompanying packaging.	<b>Mechanisms: Fairground wheel</b> Design and create a functional Ferris wheels	<b>Mechanical systems: Pneumatic toys</b> Design and create a toy with a pneumatic system	<b>Structure: Pavilions</b> Exploring, designing and creating their own pavilions, complete with cladding.	<b>Structures: Bridges</b> Investigating existing bridges to create their own bridge and test its durability	<b>Electrical systems: Steady hand game</b> Design and create a steady hand game, use nets to create the bases, applying knowledge of electrical circuits to build an operational

