



Broadbent Fold Primary School and Nursery

D & T Overview 2023-2024

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	All year groups will look at opportunities for children to cook and apply principles of nutrition and healthy eating at various points throughout the year throughout themes.					
EYFS <small>(Two year rolling programme).</small>	Starting School/Autumn	The Gingerbread Man/Fabulous Festivals	Winter/Fairies, Elves and all Things Magical	Spring/Little Red Riding Hood	Growth and Change/Life Cycles/Minibeasts	Summer Holidays/Under the Sea
YEAR 1		History -Castles Structures		Science -Fruit Tusks Food technology		History-Moving toys Mechanisms
YEAR 2		Science -Healthy wraps Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to understand a balanced diet to develop a healthy wrap.	Science -Pirate boat- will it sink or float? Structures - Explore stability and methods to strengthen structures.		History -Puppets – Traditional fairy tales / Punch and Judy show. Textiles - Learn how to sew a running stitch ready to design, make and decorate a puppet.	History -Fairground Wheels Mechanisms - Design and create a functional Ferris wheel, learn how different components fit together so that the wheel rotates and the structure stands freely.
YEAR 3			Geography - Earthquake building Structures	Design a crane to rescue the Iron Man. Mechanisms – learn about pulleys. Use mechanical components – pulley in designs. & Science - Legostem workshop – computing link.		Science - Design a healthy Mediterranean meal. Describe how food ingredients come together weigh out ingredients and follow a given recipe to create a dish talk about which food is healthy and which food is not.



Broadbent Fold Primary School and Nursery

D & T Overview 2023-2024

<p>YEAR 4</p>	<p>History - Create a class Mosaic which is accurate and depicts a Roman scene out of clay. <i>Measure, mark out, cut and shape materials with some accuracy.</i></p>		<p>Science - Making a lighthouse <i>Use simple electrical components to make a functional product.</i></p>	<p>History - Create a healthy eating meal - Tudor Veg soup. <i>Chopping, slicing, peeling, mixing.</i></p>		<p>History -Make an Egyptian Shudoof. <i>Know which tools to use for a particular task and show knowledge of handling the tools. Know which material is likely to give the best outcome. Measure accurately.</i></p>
<p>YEAR 5</p>	<p>Space Buggies Link to Science topic – Earth and Space. <i>To design, make and evaluate a space buggy to explore the surface of – and collect samples from – Mars, to establish whether it is a suitable location to build a new colony for human life.</i></p>		<p>Make a Soft Toy based on an endangered animal. Link to Geography - Rainforests and Climate change <i>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or group</i></p>			<p>Geography -Make a South American recipe. <i>Use a range of techniques such as peeling, chopping and slicing and know that recipes can be adapted to change the appearance, taste, texture and aroma.</i></p>
<p>YEAR 6</p>		<p>Make a board game. Make a product applying their knowledge of computing.</p>	<p>History - Make a pop up adventure book about the Vikings <i>Mechanical systems- explore levers, spacers, sliders, layers. Design and create a pop-up book using different components</i></p>	<p>(Computing- design a pencil pot using modelling software) <i>(Use 3D modelling software)</i></p>		<p>Develop a three-course meal. Cooking and nutrition – use a range of cooking techniques and explore how food is sourced. <i>(to be adapted where necessary)</i></p>