



St White's Primary School DT Overview Year A



	<u>Project 1</u>	<u>Project 2</u>
<u>Reception</u>	Construction – junk modelling After studying houses in real life, children will learn about different joining techniques and use these to design, plan, make and evaluate their own 3D structures.	Woodwork Children will investigate products made from wood and use a range of woodworking tools to create their own product.
<u>Year 1 and 2</u>	Mechanisms – Wheels and axles Children will investigate a number of products that make use of wheels and axles including in toys and around school. They will use this knowledge to design, plan, make and evaluate their own moving vehicle.	Textiles – templates and joining techniques After investigating existing fabric products to look at how they are joined together, the children will design, make and evaluate a puppet.
<u>Year 3 and 4</u>	Mechanical systems – levers and linkages Building on the work they completed in year 1 and 2 on levers, children will investigate books and other products that have levers and linkages. The children will create a design brief they can use to design, make and evaluate a product that uses levers and linkages.	Electrical systems – simple circuits/switches Children will investigate a range of different switches and consider what they can be used for. Using what they have learnt, they will create a reading light that makes use of their science learning on series circuits.
<u>Year 5 and 6</u>	Structures – frame structures Children will investigate and evaluate a range of temporary and permanent frame structures including learning about key structures such as the Eiffel Tower and Iron Bridge. Using their learning, children will design, make and evaluate a product for their intended user and to fulfil their design brief.	Electrical systems – monitoring and control Children will investigate existing products which make use of electrical systems to monitor conditions and control a light or alarm. Following on from learning to use a crumble controller, in Computing, the children will learn how to use it to monitor and control a system. As they are learning about Ancient Egypt, they will use this knowledge to design, make and evaluate a burglar alarm which could be used in an Egyptian pyramid.