Our DT Learning Journey

YEAR 7

Electronics
Learn to apply computing to electronics
Electrical Systems
Inputs
Outputs

Culinary Finesse
Learn how to use the five senses to enhance savoury recipes
Food
Adapt Diet
Nutrition Health

YEAR 6

Phone Cases
Criteria Evaluation
Research Finishing
Textiles
Design and make a phone case that is suitable for use

Greek Meze
Learn to adapt recipes to suit a specific target market
Food
Traditional
Varied Diet Cooking Techniques

Lighthouse
Circuit
Bulbs
Electrical Systems
Understand and use series circuits in an end product

YEAR 5

Programming Adventures
Apply understanding of programming to control a product
Computing
Joining Robot Materials

Seasonality
Understand seasonality to prepare and cook a dish
Food
Grown, Reared, Caught, Processed

Building a Bridge
Functional properties
Structures and Mechanisms
Levers Reinforcing
Explore reinforcing more complex structures

YEAR 4

Costumes
Textiles
Understand fashion to design and create a monarch outfit
Materials Design
Shaping Joining

Pastel de queijo
Safety Hygiene
Equipment Testing
Food
Learn to prepare food from another culture

Ear Defenders
Structure
Select appropriate materials to create a product that's fit for use
Measuring Joining
Finishing Sound

Vehicle
Create a vehicle to transport Boudicca
Mechanisms
Assembling Reinforcing
Gears

Bag for Life
Textiles
Design a bag for life
Materials Cutting Joining Finishing

YEAR 3

Eating Seasonally
Local Produce Nutrients Packaging
Food
Use seasonal produce to design a power drink

Toys
Mechanisms
Use axles and wheels to create a toy that's fit for use
Finishing Construction
Measuring Joining

Puppets
Materials Measuring
Textiles
Learn to use a running stich to create an African puppet
Mark-out Shaping 3D

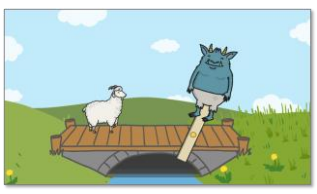
Dips and Dippers
Food
Understand the importance of variety to create a new dip
Combinations Variety
Diet Colour

YEAR 2

Castles
Structures
Cutting Joining
Explore creating a castle that is strong and stable
Finishing Construction

Sensational Salads
Ingredients Chopping
Texture Taste
Food
Grow own produce to create a salad

Pop-up Books
Mechanisms
Create a picture book that is for another child
Cutting Moving
Sliders Materials



YEAR 1

Construction and Modelling
Explore materials through textures and joining
Choose appropriate resources and equipment
Use one-handed tools for a purpose

Food
Make jam/honey sandwiches
Design a gingerbread man

EYFS