

SITHNEY PRIMARY SCHOOL

D&T Rolling Program 2022 - 2024



	Autumn	Spring	Summer	
EYFS/ Reception 2024- 2025 A	Structure: Junk Modelling (6 Lessons)	Cooking: Soup Making (6 Lessons)	Structures: Animal Habitats (6 Lessons)	
EYFS/ Reception 2023- 2024 B	Structure: Junk Modelling (6 Lessons)	Structures: Boats (6 Lessons)	Textiles: Bookmarks (6 Lessons)	
Y1/2 A	Food: Fruit & Vegetables (4 Lessons) <i>Handling and exploring fruits and vegetables and learning how to identify which category they fall into, before undertaking taste testing to establish their chosen ingredients for the smoothie they will make a design packaging for.</i>	Textiles: Puppets (4 Lessons) <i>Exploring different ways of joining fabrics before creating their own hand puppets based upon characters from a well-known fairytale. Children work to develop their technical skills of cutting, glueing, stapling and pinning.</i>	Structures: Baby Bear's Chair (4 Lessons) <i>Using the tale of Goldilocks and the Three Bears as inspiration, children help Baby Bear by making him a brand new chair. When designing the chair, they consider his needs and what he likes and explore ways of building it so that it is strong.</i>	
Y1/2 B	Mechanisms: Fairground Wheels (4 Lessons) <i>Designing and creating their own Ferris wheels, considering how the different components fit together so that the wheels rotate and the structures stand freely. Pupils select appropriate materials and develop their cutting and joining skills.</i>	Structures: Constructing Windmills (4 Lessons) <i>Designing, decorating, and building a windmill for their mouse client to live in, developing an understanding of different types of windmills, how they work and their key features</i>	Mechanisms: Making a moving Animal (4 Lessons) <i>After learning the terms; pivot, lever and linkage, children design an animal which will move using a linkage mechanism. Children practise making linkages of different types and varying the materials they use to bring their animals to life.</i>	

Y3/4 A	<p>Structures: Pavilions (4 Lessons) <i>Exploring pavilion structures, children learn about what they have are used for and investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.</i></p>	<p>Digital World: Wearable Technology (4 Lessons) Design, code and promote a piece of wearable tech to use in low light conditions, developing their understanding of programming to monitor and control products to solve a design scenario.</p>	<p>Cooking and Nutrition: Eating Seasonally (4 Lessons) <i>Pupils discover when and where fruits and vegetables are grown and learn about seasonally in the UK. They respond to a design brief to design a seasonal food tart using ingredients harvested in the UK during the Summer months.</i></p>	
Y3/4 B	<p>Mechanical Systems: Making a Slingshot Car (4 Lessons) <i>Transforming lollipop sticks, wheels, dowels and straws into a moving car. Using a glue gun to, making a launch mechanism, designing and making the body of the vehicle using nets and assembling these to the chassis.</i></p>	<p>Electrical Systems: Torches (4 Lessons) <i>Applying their scientific understanding of electrical circuits, children create a torch, designing and evaluating their product against set design criteria.</i></p>	<p>Structures: Constructing a castle (4 Lessons) <i>Learning about the features of a castle, children design and make on of their own. Using configurations of handmade nets and recycled materials to make towers and turrets and constructing a base to secure them.</i></p>	
Y5/6 A	<p>Cooking and Nutrition: Developing a recipe (6 Lessons) <i>Research and modify a traditional Bolognese sauce recipe to improve the nutritional value. Cook improved version and create packages that fits design criteria. Learn about where beef comes from.</i></p>	<p>Mechanical Systems: Making a Pop-up Book (4 Lessons) <i>Creating a four-page pop-up storybook design incorporating a range of mechanisms and decorative features, including: structures, levers, sliders, layers and spacers.</i></p>	<p>Electrical Systems: Doodlers (4 Lessons) <i>Explore series circuits further and introduce motors. Investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own.</i></p>	
Y5/6 B	<p>Textiles: Waistcoats (4 Lessons) <i>Selecting suitable fabrics, using templates, pinning, decorating and stitching to create a waistcoat for a person or purpose of their choice.</i></p>	<p>Structures: Playgrounds (4 Lessons) <i>Designing and creating a model of a new playground featuring five apparatus, made from three different structures. Creating a footprint as the base, pupils visualize objects in plan view and get creative with their use of natural features.</i></p>	<p>Digital World: Navigating the World (4 Lessons) <i>Programming a navigation tool to produce a multifunctional device for trekkers. Combining 3D objects to form a complete product in CAD 3D modelling software and presenting a pitch to 'sell' their product.</i></p>	