



Design and Technology Content Overview LKS2

	Year 3	Year 4
Autumn	<p><u>Cooking and Nutrition</u> <u>Eating seasonally</u></p> <p>Discovering when and where fruits and vegetables are grown and learning about seasonality in the UK. Pupils respond to a brief to design a seasonal food tart using ingredients harvested in the UK during that season.</p>	<p><u>Mechanical Systems</u> <u>Mechanical cars</u></p> <p>Using lollipop sticks, wheels, dowels and straws to create three prototype cars with different mechanisms. Pupils then apply their understanding of mechanisms to design a mechanical car kit, considering cost, durability and sustainability of the materials. They conduct market research of competitor car kits, create design criteria and provide customer feedback to other groups after testing, compare and evaluating their cars.</p>
Spring	<p><u>Digital World</u> <u>Wearable Technology</u></p> <p>Designing, coding and promoting a piece of wearable technology to use in low light conditions, developing their understanding of programming to monitor and control products to solve a design scenario.</p>	<p><u>Electrical Systems</u> <u>Torches</u></p> <p>Applying their scientific understanding of electrical circuits, pupils design and create a torch made from recycled and reclaimed materials and objects. They then evaluate their products against a set design criteria.</p>
Summer	<p><u>Textiles</u> <u>Cross stitch and appliqué Egyptian collars</u></p> <p>Pupils learn two new sewing skills: cross stitch and appliqué and then apply these to the design, decoration and assembly of their own cushions or Egyptian collars.</p>	<p><u>Structures</u> <u>Pavilions</u></p> <p>Exploring pavilion structures, learning what they are used for and investigating how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.</p>