



Design and Technology Content Overview UKS2

	Year 5	Year 6
Autumn	<p><u>Cooking and Nutrition</u> <u>Developing a recipe</u></p> <p>Researching and modifying a traditional bolognese sauce recipe to improve the nutritional value before then cooking an adapted version and creating packaging that fits a given design criteria. Learning where beef comes from.</p>	<p><u>Electrical Systems</u> <u>Steady hand game</u></p> <p>Designing and creating a steady hand game, using nets to make the bases and applying knowledge of electrical circuits to build an operational circuit with a buzzer.</p>
Spring	<p><u>Textiles</u> <u>Stuffed toys</u></p> <p>Designing and making a stuffed toy. Pupils learn a new stitch - blanket stitch - which they use to join the fabric together for their toys, before creating and adding decoration.</p>	<p><u>Structures</u> <u>Playgrounds</u></p> <p>Designing and creating a model for a new playground featuring five apparatus, made from three different structures. Using a footprint as the base, practising visualising objects in plan view and including natural features within their designs.</p>
Summer	<p><u>Digital World</u> <u>Monitoring devices</u></p> <p>Applying computing skills to program a Micro: bit to monitor optimal temperatures; designing and creating a case or stand for the Micro:bit and developing 3D CAD skills.</p>	<p><u>Mechanical Systems</u> <u>Automata toys</u></p> <p>Using woodworking skills, pupils construct an automata; measuring and cutting their materials, assembling the frame, choosing cams and designing the characters that sit on the followers to form an interactive shop display.</p>