

Minerva's DT Long Term Overview

D&T strand:	EYFS	Yr 1	Yr 2	Yr 3	Yr 4/5 a	Yr 4/5 b	Yr 6
Electrical systems					Design a torch		Design an electrical system using a sensor
Mechanical systems			Design a tool to help Santa load his sleigh	Design a system for moving a load		Design 'a propeller' machine using gears Windmill	
Structures (Frame or sheet materials)	Modelling clay Junk modelling	Design a tower			Design a self-supporting 3D building		
Textiles		Weaving: Dreamcatcher	Design a pattern on small square of fabric that could be up-scaled to a blanket, cushion etc.	Design a simple holder for coins, keys, card, glasses etc... with learnt skills		Applique a square of fabric and blanket sew the edges.	Create a batik design for a piece of clothing. (Wendy Evans)
Food tech	Sandwiches mixing, amounts cutting, smelling, texture, taste Healthy eating- linking to stories, Chinese new year Pancake day Trying new foods like soy sauce	Food kebabs (to enhance Science) Smoothies	Chinese Noodles	Mediterranean Salad	Bread	Seasinal Soup	Pizza Link to Maths – chn conduct research about favourite pizza toppings.



Cooking and nutrition

As part of their work with food, pupils should be taught how to cook and apply the principles of nutrition and healthy eating. Instilling a love of cooking in pupils will also open a door to one of the great expressions of human creativity. Learning how to cook is a crucial life skill that enables pupils to feed themselves and others affordably and well, now and in later life.

Pupils should be taught to:

Key stage 1

- use the basic principles of a healthy and varied diet to prepare dishes
- understand where food comes from.

Key stage 2

- understand and apply the principles of a healthy and varied diet
- prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
- understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.