



Kilminster Primary School Design Technology Overview



Kingfishers Design Technology Overview

	AUTUMN TERM	SPRING TERM	SUMMER TERM
Year A	Plant Power: Snack like Jack (Food and Nutrition) - Where does our food come from and what is a healthy snack? - How do we prepare food safely? - What snack shall we make for Jack? - How do we make Jack's snacks? - What do we think of our dish?	Buzzing Bookmarks (Textiles) - How do we prepare to create a bug-themed bookmark? - How can we use what we found out to help us design a great bookmark? - How can we use stitching to make our bookmarks strong and appealing? - How do we sew a bookmark? - What makes a successful product?	Rebuilding History (Construction) - What made houses in 1666 strong or weak and why did the fire spread? - How can I build a stronger, safer house? - How can I design a strong 1666 house with moving parts? - How can I make a strong 1666 house with moving parts? - Is my 1666 house strong and how could I improve it?
Year B	Super Veggies to the Rescue (Food and Nutrition) - Where do potatoes come from and what do they taste like? - How can we plan our version of a potato snack? - How can we stay safe in the kitchen? - How can we cook and prepare our food safely and carefully? - What do we think of our dish?	Seaside Adventures (Textiles) - What can we see at the seaside to help our design? - How can we design our seaside collage? - How can we choose material for our collage? - How can we make our collage by joining materials? - How can we evaluate and improve our collage?	Toy Makers' Workshop (Construction) - What makes a toy fun and safe? - How do we plan to make a toy? - What skills do we need to make a toy? - How can we build a toy that works? - What makes a toy work well and be fun to play with?