

Option 2**Complete DT Overview: Year 1 to Year 6**

	Autumn Term	Spring Term	Summer Term
Year 1	Eat More Fruit and Vegetables	Playgrounds	Moving Pictures
Year 2	Delightful Decorations	Wacky Windmills	Seaside Snacks
Year 3	Storybooks	Making Mini Greenhouses	Light-Up Signs
Year 4	Seasonal Food	Money Containers	Torches
Year 5	Chinese Inventions	Making African Instruments	Funky Furnishings
Year 6	Programming Pioneers	Bird House Builders	Great British Dishes

Objective	Year 1			Year 2		
	Eat More Fruit & Veg	Playgrounds	Moving Pictures	Delightful Decorations	Wacky Windmills	Seaside Snacks
design purposeful, functional, appealing products for themselves and other users based on design criteria						
generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology						
select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]						
select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics						
explore and evaluate a range of existing products						
evaluate their ideas and products against design criteria						
build structures, exploring how they can be made stronger, stiffer and more stable						
explore and use mechanisms [for example, levers, sliders, wheels and axles], in their Products						
use the basic principles of a healthy and varied diet to prepare dishes						
understand where food comes from						

