Fairisle Junior School DT Overview – 2025-2026

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	**Autumn 2**		**Spring 2**		**Summer 1**	
	Cooking and Nutrition ***Sweet and savoury pastries*** Understanding of preparing food hygienically, how to be safe when preparing food, understanding seasonality, understanding nutrition and the different food groups ***Nutrition, diet, prepare, savoury, seasonality***		**Construction** ***Making a vehicle*** Develop ideas and choose a final design, explaining reasons for choice, diagrams of design (side, aerial, and exploded), select, measure and cut materials ***Structure, butt join, strengthen, chassis***		**Textiles** ***Greek laurel leaf headband*** Create a variety of designs and select the most appropriate, create detailed designs, sewing skills – threading needle and using running stitch to join materials, applique and create seam ***Seam, template, running stitch***	
Year 4	**Autumn 1**		**Spring 1**		**Summer 2**	
	Cooking and Nutrition ***Bread making*** Understanding seasonality and the importance of a healthy diet, using research to consider different bread to meet audience preferences, selecting designs and explaining choices, following recipe and method, working hygienically and safely ***Kneading, seasonality, yeast, recipe, proving***		**Mechanisms** ***Pop-up page*** Practise creating levers using fixed and loose pivots, linkages and sliders, design and explain how product suits and audience and purpose, selecting appropriate mechanisms for final design, consider strengthening and reinforcing aspects of design, evaluate design based on a success criteria ***Levers, linkages, fixed pivot, loose pivot, mechanism***		**Construction and Electrical Systems** ***Fans*** Draw accurate electrical circuits including components for product, use switches, buzzers and bulbs in a series circuit to create a working burglar alarm, evaluate final product against success criteria ***Circuit, switches, series, component***	
Year 5	**Autumn 2**		**Spring 1**		**Summer 1**	
	Construction and Programming (Crumble) ***Moving vehicle – Mars Rover*** Design a product from a brief, understand how to budget, accurately measure and cut wood, mitre joins, CAD design part of the vehicles, select best design for purpose and explain why ***Structure, mitre join, strengthen, chassis, CAD***		**Cooking and Nutrition** ***Seasonal soup*** Understand seasonality and the importance of a healthy diet, understand where ingredients are reared, caught and processed, using research to consider different types of seasonal vegetables, selecting the most appropriate vegetables and justify choice, follow a recipe and method hygienically and safely, control heat source ***Nutrition, seasonality, farm to fork, simmer***		**Textiles** ***Bookmarks*** Using recycled material from home, children will design, plan and make a bookmark using sewing skills including applique ***Hem, backstitch, hemming stitch, applique, aesthetics***	
Year 6	**Autumn 2**		**Spring 1**		**Summer 2**	
	Construction and Mechanical Systems ***Creating cranes*** Discuss and develop a range of ideas from with a final design can be chosen, create a model design to test and adapt ideas, scale drawings using measurements, create a structure that uses a counter weight and pulleys to lift a load ***Structure, butt join, mitre join, counter, load***		**Cooking and Nutrition** ***Healthy pizzas*** Understanding how to use packaging information to select seasonal, local (fair trade) ingredients, design a pizza for an audience considering complementary ingredients, making pizza dough, cooking pizza controlling heat source ***Locally sources, recipe, process, oven, pizza base***		**Construction and Programming (Crumble)** ***Computer programmed robots*** Using a design brief, children will design, plan, build and programme a robot that will move ***Programme, sensor, coding, detector***	