



Staniland Academy DT Overview



	Autumn	Spring	Summer
EYFS	Textiles: Animals	Cooking and baking skills	Building
Year 1	Textiles Designing a Kite Structures	Designing and building bridges linked to local architecture	Cookery Designing dishes using locally sourced ingredients to make pea soup.
Year 2	Cookery Using medieval ingredients and forest skills to make a cereal bar.	Lever Building a model of a Norman trebuchet	Electrical circuits Building a working model of a lighthouse
Year 3	Cooking Making Stone age bread considering our ancestors diet to present day	Lever Applying knowledge from Active Planet learning to make 'erupting' volcano graphics	Axles, wheels and frame structures Applying learning of the Roman culture to create model chariots
Year 4	Cooking Using the knowledge of local farming to design a dish that would have been served in Anglo-Saxon Lincolnshire.	Frames and Structures Creating a lightbox advertising the effects of global warming for the general public	Lever and frame structures Applying knowledge of Egyptian irrigation methods to build working models of a Shaduf for farmers.
Year 5	Frame Structures Design a working model of a Viking Long Houses	Cooking Using knowledge of the Mexican culture to design a traditional dish	Computer Aided Design Application of knowledge of Greek architecture to design Greek temples.
Year 6	Cams and frame structures Using knowledge of typical Victorian toys to design a cam-based moving toy suitable for a child of the era	Digital Control Knowledge of digital circuitry and design is applied to programme 'Crumble' spy lamp.	Textiles Knowledge of the reduce, reuse and recycle during wartime applying to thrifty garments and accessories.