



PENSANS C.P. SCHOOL
DESIGN AND TECHNOLOGY YEARLY OVERVIEW YEAR A and YEAR B



At Pensans, our Design and Technology teaching is based on using Kapow units however within the skills progression these units have been adapted with suggested. 'Pensans outcomes' i.e., constructing a castle could become constructing a beehive to link with other areas of learning bespoke to our setting, cohorts or classes.

	<u>Autumn One</u>	<u>Autumn Two</u>	<u>Spring One</u>	<u>Spring Two</u>	<u>Summer One</u>	<u>Summer Two</u>
<u>YEAR A</u>	<u>Mechanisms:</u>			<u>Food:</u>	<u>Structure:</u>	
<u>Year 1/2</u>	Wheels and axels Moving toys			Fruit and Vegetables Smoothies	Constructing a Lighthouse	
<u>Year 3/4</u>		<u>Mechanisms:</u>		<u>Structure:</u>		<u>Food:</u>
		Sling Shot with a purpose		Construct A Tower		Eating Seasonally
<u>Year 5/6</u>		<u>Structures:</u>		<u>Mechanisms:</u>		<u>Food:</u>
		Building a bridge		Automata toys		What could be healthier?
<u>YEAR B</u>		<u>Mechanisms:</u>		<u>Structures:</u>		<u>Food:</u>
<u>Year 1/2</u>		Making a moving Story Book		Travel Chair		Balanced diets
<u>Year 3/4</u>	<u>Electrical Systems:</u>				<u>Food:</u>	
	Torches				Adapting a recipe and creating a recipe book	
<u>Year 5/6</u>		<u>Food:</u>		<u>Electrical systems:</u>	<u>Mechanisms:</u>	
		Making Pasties		Electrical Systems Steady Hand Game	Pop-up Darwin Book	