

Design and Technology links in the wider curriculum

Cycle A	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception		‘Where does the day go at night’ (<i>Link to UTW - habitats</i>)				‘What things on our planet grow and change?’ (<i>Link to UTW habitats</i>)
Year 1		How to make a Christmas decoration (<i>English Link - Instructions</i>)	Which material would be suitable for Paddington Bear’s hat? (<i>Science Link - Materials & Magnets</i>) Moving a robot (<i>Computing Link - Writing short</i>)		How to make a disgusting / amazing sandwich (<i>English Link - Instructions</i>)	

			algorithms and programs for floor robots)			
Year 2		How to make a Christmas decoration (English Link - Instructions)	Which material would be suitable for Paddington Bear's hat? (Science Link - Materials & Matter)		Treehouse Challenge (Art link - Stick transformation project)	Design and make a 3D bird to create a class flock (Art link - Making Birds)
Phase 2			Create a historically accurate 3D model of an Anglo-Saxon village (History Link - The Anglo Saxons, The Scots and the Vikings) Year 3 Sequencing sounds (Computing link -			Explore, develop and make a sculptural character (Art link - Telling stories through drawing & making) Year 3 Events and actions in programs

			<p><i>Creating sequences in a block-based programming language to make music)</i></p> <p>Year 4</p> <p>Repetition in shapes (Computing link - Using a text-based programming language to explore count-controlled loops when drawing shapes).</p>			<p>(Computing link - Writing algorithms and programs that use a range of events to trigger sequences of actions).</p> <p>Year 4</p> <p>Repetition in games (Computing link - Using a block-based programming language to explore count-controlled and infinite loops when creating a game).</p>
Phase 3		<p>Circuits (Science Link - Electricity)</p>	<p>Mini World Light Boxes (Art Link - Brave colour)</p> <p>Year 5</p> <p>Selection in physical computing</p>			<p>Build an architectural model of their aspirational home (Art Link - Architecture: Dream big or dream small)</p> <p>Year 5</p>

			<p>(Computing Link - Exploring conditions and selection using a programmable microcontroller).</p> <p>Year 6</p> <p>Variables in games</p> <p>(Computing Link - Exploring variables when designing and coding a game).</p>			<p>Selection in quizzes</p> <p>(Computing Link - Exploring selection in programming to design and code an interactive quiz).</p> <p>Year 6</p> <p>Sensing movement</p> <p>(Computing Link - Designing and coding a project that captures inputs from physical devices.</p>
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Cooking and nutrition

Key stage 1 • use the basic principles of a healthy and varied diet to prepare dishes § understand where food comes from.

Key stage 2 • understand and apply the principles of a healthy and varied diet § prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques § understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.

Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]