



Year Four DT Overview for the Year

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1						
Term 2	DT: Mechanical Systems – Making a slingshot car.	DT: Mechanical Systems – Making a slingshot car.	DT: Mechanical Systems – Making a slingshot car	DT: Mechanical Systems – Making a slingshot car.		
	Lesson 1: Chassis and launch mechanism	Lesson 2: Designing the car body	Lesson 3: Making the car body	Lesson 4: Assembly and testing		
	LO: To build a car chassis	LO: To design a shape that reduces air resistance	LO: To make a model based on a chosen design	LO: To assemble and test my completed product		
	KS2:DT E 2 KS2:DT M 2 KS2:DT E 1 KS2:DT E 3 KS2:DT TK 1 KS2:DT TK 2	KS2:DT D 1 KS2:DT D 2 KS2:DT E 1 KS2:DT E 2	KS2:DT D 2 KS2:DT M 1 KS2:DT D 2 KS2:DT TK 1	KS2:DT M 1 KS2:DT M 2 KS2:DT E 2 KS2:DT TK 1 KS2:DT TK 2		
	Big Idea (Aspect):	Big Idea (Aspect):	Big Idea (Aspect):	K32.01 TK2		
	Comparison (compare &	Humankind (everyday	Humankind (everyday	Big Idea (Aspect):		
	contrast) Humankind (everyday products)	products) Investigation (Investigation)	products) Investigation (Investigation)	Humankind (everyday products) Investigation (Evaluate)		
	Investigation (Investigation) Materials (Materials for Purpose)	Investigation (Evaluate) Materials (Materials for Purpose)	Materials (Materials for Purpose)	Processes (mechanisms and movement)		





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	Processes (mechanisms and movement) Significance (Significant people – Carl Benz)	Creativity (Generation of ideas)				
Term 3						
Term 4	DT: Digital World – Mindful Moments Timer.	DT: Digital World – Mindful Moments Timer.	DT: Digital World – Mindful Moments Timer.	DT: Digital World – Mindful Moments Timer.	DT: Digital World – Mindful Moments Timer.	
	Lesson 1: Analysing Timers	Lesson 2: Designing for the users	Lesson 3: Programming the timer	Lo: To develop and	LO: To develop ideas	
	LO: To evaluate existing products	LO: To develop design criteria.	LO: To program and control a product.	communicate ideas. • KS2:DT D 2	through computer-aided design.	
	KS2:DT E 1 KS2:DT E 2	KS2:DT D 1	KS2:DT D 1 KS2:DT TK 4 KS2:DT E 2	Big Idea (Aspect):	KS2:DT D 2	
	Big Idea (Aspect):	 Big Idea (Aspect): Creativity (Generation of ideas) 	Big Idea (Aspect):Creativity (Use of ICT)	Humankind (Everyday Products)	 Big Idea (Aspect): Humankind (Everyday Products) 	
	Creativity (Generation of ideas) Comparison (Compare &	Humankind (Everyday Products)	Creativity (Use of ICT)	Materials (Materials for Purpose) Creativity (Generation of	Creativity (Use of ICT) Creativity (Generation of ideas)	
	Contrast) Humankind (Everyday Products)			ideas)	or racas,	





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Term 5					
Term 6	DT: Textiles – Fastenings Lesson 1: Evaluating fastenings	DT: Textiles – Fastenings Lesson 2: Designing my book sleeve	DT: Textiles – Fastenings Lesson 3: Paper mock-up and preparing fabric	DT: Textiles – Fastenings Lesson 4: Assembling my book sleeve	
	LO: To identify and evaluate different types of fastenings	LO: To design a product to meet design criteria	LO: To make and test a paper template	LO: To assemble a book jacket	
	 KS2:DT E 1 Big Idea (Aspect): Creativity (Generation of ideas) Investigation (Evaluate) 	 KS2:DT D 1 KS2:DT E 2 Big Idea (Aspect): Creativity (Generation of ideas) Investigation (Evaluate) 	* Big Idea (Aspect): Creativity (Generation of ideas) Investigation (Investigation)	KS2:DT M 1 KS2:DT D 1 KS2:DT E 2 Big Idea (Aspect): Investigation (Investigation) Investigation (Evaluate)	
			Materials (Cutting and joining textiles)	Materials (Cutting and joining textiles) Materials (Decorating and embellishing textiles)	