



Design and technology Curriculum Overview

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
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| Reception | Food 'Soup' Autumn Lesson 'Hibernation box' | Christmas Crafts Christmas Lesson 'Sliding picture' | Structures 'Junk modelling' Spring Lesson 'Flower Threading' | Textiles 'Bookmarks' Easter Lesson 'Hanging decoration' Rocket testing | Summer Lesson 'Designing a rainbow' | Structures 'Boats' Summer Lesson 'Making a rainbow salad' |
| Year One | Food 'Fruit and vegetables' | Mechanisms 'Wheels and axles' | Structures 'Constructing a windmill' | Textiles 'Puppets' | Mechanisms 'Making a moving story book' | Invention Challenge 'Gallery' |
| Year Two | Food 'A balanced diet' | Mechanisms 'Fairground wheel' | Structures 'Baby bear's chair' | Textiles 'Pouches' | Mechanisms 'Making a moving monster' | Invention Challenge 'Gallery' |
| Year Three | Food 'Eating seasonally' | Mechanical systems 'Pneumatic toys' | Structures 'Constructing a castle' | Textiles 'cushions' or 'Egyptian collars' | Electrical systems 'Electric poster' | Digital world 'Electronic charm' |
| Year Four | Food 'Adapting a recipe' | Mechanical systems 'Making a slingshot car' | Structures 'Pavilions' | Textiles 'Fastenings' | Electrical systems 'Torches' | Digital world 'Mindful moments timer' |
| Year Five | Food 'What could be healthier?' | Mechanical systems 'Making a pop-up book' | Structures 'Bridges' | Textiles 'Stuffed toys' | Electrical systems 'Doodlers' | Digital world 'Monitoring devices' |
| Year Six | Food 'Come dine with me' | Mechanical systems 'Automata toys' | Structures 'Playgrounds' | Textiles 'Waistcoats' | Electrical systems 'Steady hand game' | Digital world 'Navigating the world' |