

Design and Technology Curriculum Overview

	Autumn 1	Autumn 2	Spring 3	Spring 4	Summer 5	Summer 6
EYFS	Introduction to using tools and manipulating materials. Basic cutting and sticking skills. Playing with construction toys. Playdoh skills, fine motor control, threading. Make a paper plate collage of their face.	Introduction to junk modelling and joining materials. Junk model dinosaurs Designing and making Christmas hats, cards, decorations, etc	Introduction to using materials for their properties. Make a little tin foil boat, using the knowledge that this is a good material to use, and adjust the shape as necessary to make it float.	Introduction to including the features of a design of a product. Design and make a seed packet. Include the features that are required (name of flower, picture of flower, price, company name).	Introduction to why good design is important. Paint a background and then paint an animal that will camouflage well. Evaluating skills.	Introduction to cooking and nutrition Cooking and Nutrition Make gingerbread men using salt dough – roll dough and use cutters, decorate once hardened. Design and make a healthy sandwich for a teddy bears' picnic.
Year 1	Cooking	Mechanisms Toys	Textiles Make a UK flag	Structures Houses - Great Fire of London		
Year 2	Textiles Sew puppets			Cooking	Mechanisms Sustainable vehicles	Structures Design and build a (suspension) bridge
Year 3	Mechanisms Levers – The Shaduf Cooking			Textiles Make a Roman tunic	Structures Aqueduct	
Year 4	Structures Design a stable Mayan Temple Cooking	Electrical Systems Mayan or Anglo-Saxon quiz using split pins and foil to make buzzer/light work		Mechanisms Pulleys, gears and hydraulics to pull a cable car up a mountain		
Year 5	Mechanisms Pop-up book			Structures Architecture – Georgian curved structure	Textiles Amazon headdress Cooking	
Year 6	Textiles Victorian child's waistcoat		Electrical Systems Create a miniature Bath to distract from the Bath Blitz Cooking			Enterprise Project An opportunity to apply any of their learning on mechanisms, textiles and electrical systems