



Design & Technology Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Sewing stockings (Textiles)		Baking and fruit (Cooking and nutrition)		Making homes (Structures)	
Reception	Making pumpkin soup (Cooking and nutrition)		Making a castle (Structures)			
Year 1	Moving pictures of parts of the body. (Sliding mechanisms)		Structures: Whose Home? (Structures)		Super salads (Cooking and nutrition)	
Year 2	St. Paul's Cathedral (Great Fire of London). (Structures- Freestanding structures)		Fantastic fruit (Cooking and nutrition)		Puppets of local heroes (textiles).	
Year 3	Banish broken biscuits. Box them brilliantly. (Structures-Shell structures)		Designing a Bronze Age axe holder. (Textiles)		Dips and dippers from Egypt (Cooking and nutrition)	
Year 4	Creating a Roman Aqueduct (Structures)		Night lights (Electrical Systems- Simple circuits and switches)		Viking sandwich snacks (Cooking and nutrition)	
Year 5	Working with wheels and axles (Mechanical Systems cams)		Soups celebrating culture (Cooking and nutrition)		Designer bags (trade) (Textiles-Using computer-aided design (CAD) in textiles)	
Year 6	Bird hides for Amazon birds (Structures- Frame structures)		Alarming vehicles (Electrical Systems)		Summer smoothies (Cooking and nutrition).	