

Design Technology Curriculum Overview

	Unit 1	Unit 2	Unit 3
Reception	Structures - Junk Modelling Explore and learn about various types of permanent and temporary join	Textiles – Sewing and Weaving: Bookmarks Develop and practice threading and weaving techniques Links to World Book Day	Cooking and nutrition - Plants we can eat-make vegetable soup. Links to Science topic Plants
Year 1	Textiles – Design, make and evaluate a bag.	Mechanisms –Wheels and axles Understand how wheels, axles and axle holders work. Design and make a moving vehicle.	Cooking and nutrition: Design, make and evaluate a fruit smoothie.
Year 2	Cooking and nutrition – Healthy eating/ balanced diet Chopping and grating foods safely to make a wrap. (Science topic links)	Mechanisms – Moving Mechanisms Design, make and evaluate a Moving Monster.	Textiles Beside the seaside - design, make and evaluate a puppet
Year 3	Textiles Cross Stitch and Applique Design and make an Egyptian collar.	Cooking and nutrition – bread making Design, make and evaluate Bronze Age/Iron Age bread comparing it with bread today.	Mechanical systems: Pneumatic toys - Design, make and evaluate a pneumatic toy.
Year 4	Electrical systems- Electric Poster Carrying out research based on a given topic (e.g. The Romans) to develop an electric poster.	Structures Rainforest Shelters: design, make and evaluate a shelter. Learning to create different textural effects with materials.	Cooking and nutrition - Adapting a basic biscuit recipe.
Year 5	Cooking and nutrition Developing a recipe (comparing food the Victorian's ate to food we eat today)	Mechanical systems- Automata toy Design, make and evaluate a moving toy using cams	Textiles Design, make and evaluate a 3D stuffed toy from a pattern, using decorative finishing and cross – stitch.
Year 6	Cooking and nutrition – Preparing a meal using complimentary flavours	Digital World- Navigating the world – Antarctic explorers Placing and manoeuvring 3D objects, using CAD.	Electrical systems- Doodlers Identifying factors that could be changed on existing products and explaining how these would alter the form and function of the product.