

Design and Technology Curriculum Overview

<u>Year Group</u>	<u>Autumn Term</u>	<u>Spring Term</u>	<u>Summer Term</u>
Year 1	Mechanisms Sliders and levers (2D – Moving Pictures)	Structures Freestanding structures (Homes/Playgrounds)	Food Preparing fruit and vegetables* (Fruit Salads/Smoothies)
Year 2	Mechanisms Wheels and axles (3D – Vehicles)	Textiles Templates and joining techniques (Stitches/Puppets)	Food Preparing fruit and vegetables* (Pizzas)
Year 3	Structures Shell structures (including computer-aided design) (Photo frames)	Mechanical Systems Levers and linkages (Story books/pop up cards/pop up books)	Food Healthy and varied diet* (Eat well Plate/Pasta bake)
Year 4	Electrical Systems Simple circuits and switches (including programming and control) (Lighting it up- Christmas?)	Textiles 2-D shape to 3-D product (Bags/Purses)	Food Healthy and varied diet* (Bread – flavours/ textures) + Fairtrade
Year 5	Mechanical Systems Wood work/Cams (Moving toys)	Textiles Combining different fabric shapes (including computer-aided design) (Cushions/Stuffed toys)	Food Celebrating culture and seasonality* (Seasonal veg - Soups and stews)
Year 6	Mechanical/Structures/ Electrical Systems/CAD Pulleys or gears/ More complex switches and circuits (including programming, monitoring and control) (Project – Fairground?)	Textiles Combining different fabric shapes (including computer-aided design) (Slippers/Waistcoats)	Food Celebrating culture and seasonality* (School Meals/3 ways to cook potatoes)