

Design and Technology Curriculum Overview

DT	Autumn 2	Spring 2	Summer 2
EYFS	Christmas Cards Cutting and sticking	Puppets Design and make a spoon puppet	Sewing Threading beads, needles and basic stitching
Year 1	Mechanisms - Sliders and levers Moving pictures (basic slider and one point lever)	Structures - Freestanding structures Shelters or Homes (frames from straws and strengthen with triangles)	Food - Preparing fruit and vegetables (including cooking and nutrition requirements for KS1) Fruit Salad/Kebabs
Year 2	Mechanisms - Wheels and axles Vehicles or Winding Up	Textiles - Templates and joining techniques Sock puppets or Coat/T-shirt for teddy (Joining identical 2D shapes)	Food - Preparing fruit and vegetables (including cooking, nutrition and hygiene requirements for KS1) Eat More Fruit and Veg (Vegetable salad to accompany ready-made main dish e.g. quiche)
Year 3	Mechanical Systems - pneumatics Moving Monsters	Structures - Shell structures (including computer-aided design) Packaging (nets)	Food - Healthy and varied diet (including cooking and nutrition requirements for KS2) Sandwich Snacks or simple dishes
Year 4	Mechanical Systems - Levers and linkages Story books (complex linkages and levers) Moving Cards (complex linkages and levers)	Textiles - 2-D shape to 3-D product Money Containers	Electrical Systems - Simple circuits and switches (including programming and control) Alarms, circuits to control lights, torches
Year 5	Mechanical Systems - Pulleys or gears Fairground rides/Moving Toys (Axles)	Food - Celebrating culture/history and seasonality (including cooking and nutrition requirements for KS2) Dishes from history e.g. Tudor pottage or baking Bread or Biscuits, foods from other cultures	Structures - Frame structures Shelters
Year 6	Textiles - Combining different fabric shapes (including computer-aided design) Hats	Food - Celebrating culture and seasonality (including cooking and nutrition requirements for KS2) Prepare and cook a predominately savoury meal using a range of cooking techniques.	Electrical Systems More complex switches and circuits (including programming, monitoring and control) Fairgrounds or Controllable Vehicles