



Design and technology Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Food 'Soup' Autumn Lesson 'Hibernation box'	Christmas Crafts Christmas Lesson 'Sliding picture'	Structures 'Junk modelling' Spring Lesson 'Flower Threading'	Textiles 'Bookmarks' Easter Lesson 'Hanging decoration' Rocket testing	Summer Lesson 'Designing a rainbow'	Structures 'Boats' Summer Lesson 'Making a rainbow salad'
Year One	Food 'Fruit and vegetables'	Mechanisms 'Wheels and axles'	Structures 'Constructing a windmill'	Textiles 'Puppets'	Mechanisms 'Making a moving story book'	Invention Challenge 'Gallery'
Year Two	Food 'A balanced diet'	Mechanisms 'Fairground wheel'	Structures 'Baby bear's chair'	Textiles 'Pouches'	Mechanisms 'Making a moving monster'	Invention Challenge 'Gallery'
Year Three	Food 'Eating seasonally'	Mechanical systems 'Pneumatic toys'	Structures 'Constructing a castle'	Textiles 'cushions' or 'Egyptian collars'	Electrical systems 'Electric poster'	Digital world 'Electronic charm'
Year Four	Food 'Adapting a recipe'	Mechanical systems 'Making a slingshot car'	Structures 'Pavilions'	Textiles 'Fastenings'	Electrical systems 'Torches'	Digital world 'Mindful moments timer'
Year Five	Food 'What could be healthier?'	Mechanical systems 'Making a pop-up book'	Structures 'Bridges'	Textiles 'Stuffed toys'	Electrical systems 'Doodlers'	Digital world 'Monitoring devices'
Year Six	Food 'Come dine with me'	Mechanical systems 'Automata toys'	Structures 'Playgrounds'	Textiles 'Waistcoats'	Electrical systems 'Steady hand game'	Digital world 'Navigating the world'