

Design & Technology | Curriculum Overview

	Unit 1	Unit 2	Unit 3
Year 1	Mechanisms: Making a moving storybook Introduces sliders as mechanisms, showing how movement can be created in different directions through labelled designs and functional storybook pages.	Textiles: Puppets Develops skills in cutting, joining and decorating fabrics using templates to produce puppets that match the planned design.	Cooking and nutrition: Smoothies Explores fruit and vegetables, selecting and preparing ingredients to make smoothies that meet a design brief.
	Textiles: Pouches Builds running stitch sewing skills to join and decorate fabric pouches, applying designs with control and precision.	Cooking and nutrition: Balanced diet Introduces food group knowledge and balanced meal planning, preparing and evaluating a healthy wrap.	Structures: Baby Bear's chair Explores materials and stability to create a chair structure for a teddy, ensuring strength, stiffness and stability.
Year 3&4A	Cooking and nutrition: Adapting a recipe Evaluates existing products and adapts biscuit recipes, working to a budget and for a specific audience.	Mechanisms: Making a slingshot car Constructs a slingshot car with a working chassis, reducing air resistance through design and testing.	Electrical systems: Torches Designs and builds torches to meet user needs, applying knowledge of circuits, switches and insulation.
	Structures: Constructing a castle Designs and constructs castles using nets, tabs and key structural features for stability and strength.	Cooking and nutrition: Eating seasonally Plans and prepares seasonal tarts, developing cutting skills and understanding food origins and benefits.	Textiles: Egyptian collars Sews and decorates Egyptian-style collars using cross-stitch, appliqué and symmetrical templates.
Year 5	Structures: Bridges	Electrical systems: Doodlers	Cooking and nutrition: Developing a recipe

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	Explores bridge structures, building and evaluating truss bridges from different materials for strength and aesthetics.	Designs and constructs Doodler toys with motors, applying research to create functioning and appealing products.	Develops and adapts recipes for improved nutrition, creating packaging and branding for the final product.
Year 6	Mechanical systems: Automata toys		Cooking and nutrition: Come dine with me
	Designs and assembles automata toys using cam mechanisms, evaluating function and finish against design criteria.		Plans and prepares a three-course meal, applying culinary skills, presentation techniques and food origin knowledge.