Design & Technology Curriculum Overview

Key Concepts					
Key Skills	Design	Make	Evaluate		
Key Knowledge	Cooking	Mechanisms	Textiles	Structures	Electrical systems

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	**Cooking** Gingerbread		**Cooking** Shaped pancakes	**Textiles** Crab Weaving	**Structures** Windmill Craft	
Reception	**Structures** Cardboard birdhouse	**Cooking** shortbread	**Textiles** Pre-cut puppets, glue, and small objects	**Cooking** Fruit Salad	**Cooking** Fruit Kebabs	
Year 1		**Freestanding structures** Park equipment	**Mechanisms - sliders & levers** Moving pictures		**Cooking & nutrition - preparing fruit & veg.** Smoothies	
Year 2		**Cooking & nutrition - fruit & veg** Wrap faces	**Textiles - templates & joining** Wooden spoon puppets		**Mechanisms - wheels and axles** Junk model vehicles	
Year 3		**Structures - shell structures** Storage boxes	**Cooking & nutrition - healthy & varied diet** Carrot muffins		**Textiles** Bag with attachments	
Year 4		**Electrical systems - simple circuits and switches** Torches/ electrical games		**Mechanical systems - levers & linkages** Cardboard puppets/pop-up cards		**Cooking & nutrition - healthy & varied diet** Vegetable-based Pizzas
Year 5		**Textiles - combining different shapes** Money pouches		**Cooking & nutrition - culture & seasonality** Spaghetti Bolognese		**Electrical Systems - more complex switches & circuits** Light boxes
Year 6	**Mechanical Systems - pulleys & gears** K-nex	**Cooking & nutrition- culture & seasonality** Burgers				**Structures - frame structures,** benches