

# Design and Technology Curriculum Overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year R	EAD/PD/UTW/PSED links Begin to use simple tools with support. Create model of houses from recycled materials. Explore materials freely.	EAD/PD/UTW/PSED links Continue to use simple tools with support. Create model of transport from recycled materials. Developing joining techniques. Explore materials freely.	EAD/PD/UTW/PSED links Continue to use simple tools with support. Large scale construction. Continue to develop joining techniques. Explore materials freely. Create collaboratively.	EAD/PD/UTW/PSED links Continue to use simple tools with support. Build on large scale construction. Continue to develop joining techniques. Create collaboratively.	EAD/PD/UTW/PSED links Continue to use simple tools with support. Build on large scale construction. Continue to develop joining techniques. Create collaboratively and freely.	EAD/PD/UTW/PSED links Use simple tools safely. Build on large scale construction. Continue to develop joining techniques. Create collaboratively and freely.
Year 1		Mechanics- wheels and axles (moving toy)		Free standing structure- create a castle	Food nutrition day: Making Smoothies	Textiles- templates and joining techniques- make a puppet
Year 2	Mechanics: Make a moving picture (levers and sliders) for the Great Fire of London		Food- Preparing fruits and vegetables (soup for a patient)		Free-standing structure. Make a house on stilts	
Year 3		Structure (shell structure), a disposable lunchbox		Mechanics (pneumatics). Make a moving Greek monster	Food nutrition day: How can I make a healthy tart?	Textiles: Make a bag to carry shopping items (2D shape to 3D product)
Year 4			Mechanics (levers and linkage). Make a book with moving parts		Electronic systems: Simple circuits and switches. Make a boat with a light.	Food -health and varied diet- make a variety of breads.
Year 5	Frame structure- (Make a bridge; linked to Brunel)		Food-Celebrating culture and seasonality			Mechanics- Cams Create an automata animal.
Year 6	Food- celebrating culture and seasonality. 3 course meal				Textiles-Make a cushion cover	Electrical system. Create a board game with an electrical part controlled by a Crumble Kit.