

Design and Technology Curriculum Overview

2026-27	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery Expressive arts and design	The Early Years Foundation Stage Curriculum					
Reception Expressive arts and design						
Year 1	Structures <u>Constructing a dream home</u> Design and construct a dream house. Explore various types of homes. Develop ideas to make their structure stronger, stiffer and more stable.		Cooking and Nutrition <u>Fruit and vegetables</u> Learn to distinguish between fruits and vegetables and where they grow. Design a fruit and vegetable smoothie and accompanying packaging.		Mechanisms <u>Making a moving story book</u> Explore slider mechanisms and the movement they output, to design, make and evaluate a moving storybook.	
Year 2	Textiles <u>Creating a bag</u> Learn how to sew a running stitch. Design, make and decorate a bag or purse.		Mechanisms <u>Making a moving monster</u> Explore levers, linkages and pivots through existing products and experimentation, use this research to construct and assemble a moving monster.		Cooking and Nutrition <u>A balanced diet</u> Learn about the food groups to understand a balanced diet to develop a savoury snack.	
Year 3	Textiles <u>Cross-stitch and applique</u> Learn and apply two new sewing techniques (cross-stitch and applique). Utilise these skills to design and make a Christmas Decoration or Card.		Mechanisms <u>Pneumatic toys</u> Explore pneumatic systems then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams		Cooking and Nutrition <u>Eating seasonally</u> Plant, grow and pick fruit and vegetables. Learn about various fruits and vegetables and when, where and why they are grown in different seasons.	
Year 4	Mechanics <u>Light</u> Identify the difference between electrical and electronic products. Evaluate a range of existing lights and their features then develop a new functional light using a circuit.		Structure <u>Outdoor structure</u> Investigate and model frame structures to improve their stability and apply this research to design and create a stable decorated outdoor Structure.		Mechanics <u>Making a car</u> Using a range of material, design and make a car with a working slingshot mechanism and house the mechanism using a range of nets.	
Year 5	Structures <u>Bridges</u> Test and analyse various types of bridge to determine their strength and stability. Explore material properties and sources using a wide range of materials and components.		Textiles <u>Stuffed toys</u> Design a stuffed toy and make designs on materials, decorations and attachments after learning how to sew a blanket stitch.		Cooking and Nutrition <u>Healthy meal? Farm to fork</u> Discover the farm to fork; understand the key welfare issues for rearing cattle. Compare the nutritional value of existing sources and develop a healthier recipe.	
Year 6	Mechanics <u>Making a pop-up book</u> Create a functional pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms.		Structures <u>Playground</u> Research existing playground equipment and their different forms before designing and developing a range of apparatus to meet a list of specified design criteria.		Cooking and Nutrition <u>Come dine with me – Prom preparation</u> Develop a three course menu as part of a collaborate challenge to develop the best set-menu for our own school event. Explore key ingredients and the farm to fork process.	