

Design and Technology Curriculum Overview

Year 1	Structures making a windmill	Cooking and Nutrition making a smoothie	Mechanisms making a moving story book	Textiles making puppets
Year 2	Structures making a baby bear's chairs	Cooking and Nutrition a balanced diet	Mechanisms wheels and axles	Textiles creating pouches
Year 3	Textiles cross-stitch	Mechanical Systems pneumatic toys	Cooking and Nutrition eating seasonally	Structures constructing a castle
Year 4	Textiles fastenings	Mechanical Systems making a sling-shot car	Cooking and Nutrition adapting a recipe	Structures creating a pavilion
Year 5	Electrical Systems doodlers	Mechanical Systems making a pop-up book	Structures creating a bridge	Textiles designing a toy
Year 6	Structures creating a playground	Electrical Systems creating a game	Cooking and Nutrition designing a three-course meal	Mechanical Systems automata toys