

## Design & Technology Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years A	<b>Food</b> Celebrations <b>Make a Christmas Pudding</b>		<b>Textiles</b> Animals <b>Make masks</b>		<b>Structures</b> Traditional tales <b>Build a chair for baby bear</b>	
Early Years B	<b>Structures</b> This is Me <b>Make a photo frame</b>		<b>Mechanisms</b> People who help us <b>Make a wheeled toy</b>		<b>Food</b> Ticket around the World <b>Food from around the World</b>	
Year 1	<b>Mechanisms</b> Slider and levers <b>Make a class story book</b>		<b>Structures</b> Freestanding structures <b>Make playground/park furniture</b>		<b>Food</b> Preparing fruit and vegetables (including cooking and nutrition requirements for KS1) <b>Make a fruit and vegetable kebab</b>	
Year 2	<b>Mechanisms</b> Wheels and axels <b>Make a toy train</b>		<b>Food</b> Preparing fruit and vegetables (including cooking and nutrition requirements for KS1) <b>Make a fruit smoothie</b>		<b>Textiles</b> Templates and joining techniques <b>Make a simple beach bag</b>	
Years 3	<b>Structures</b> Shell structures (including computer aided design) <b>Make a money box</b>		<b>Food</b> Healthy and varied diet (including cooking and nutrition requirements for KS2) <b>Make wraps and sandwiches</b>		<b>Textiles</b> 2-D shape to 3-D shape product <b>Make a pencil case</b>	
Years 4	<b>Mechanical systems</b> Levers and linkages <b>Make a Christmas card</b>		<b>Electrical systems</b> Simple circuits and switches (including programming and control) <b>Make a night light</b>		<b>Food</b> Healthy and varied diet (including cooking and nutrition requirements for KS2) <b>Make a salad bar for a picnic</b>	
Year 5	<b>Structures</b> Frame structures <b>Make a kite</b>		<b>Food</b> Celebrating culture and seasonality (including cooking and nutrition requirements for KS2) <b>Make soup</b>		<b>Electrical systems</b> More complex switches and circuits (including programming, monitoring and control) <b>Make an alarm for a room or shed</b>	
Year 6	<b>Textiles</b> Combining different fabric shapes (including computer aided design) <b>Make a tablet case or phone cover</b>		<b>Mechanical systems</b> Pulleys or gears <b>Make a controllable toy vehicle</b>		<b>Food</b> Celebrating culture and seasonality (including cooking and nutrition requirements for KS2) <b>Make a pizza</b>	