Design Technology Curriculum Overview

	Autumn	Spring	Summer
Year 1	Cooking and Nutrition Preparing Fruit and Vegetables Outcome: A healthy fruit smoothie	Textiles Weaving with paper Outcome: Create a woven paper fish	Mechanical Systems Sliders and Levers Outcome: To create a moving story book based on a traditional rhyme.
Year 2	Structures Freestanding Structures Outcome: Design and make a 3D castle using joining techniques.	Textiles Sewing: joining fabric using a running stitch Outcome: Making an animal puppet	Mechanical Systems Wheels and Axles Outcome: Make a moveable vehicle
Year 3	Textiles Sewing: joining fabric using blanket stitch Outcome: To create a felt slip-cover using stitching to create seams and embellishment	Mechanical Systems Levers and Linkages Outcome: Greetings card with moving parts	Cooking and Nutrition Preparing a healthy snack Outcome: Prepare a sandwich for a child's lunch with each of the food groups.
Year 4	Electrical Systems Simple Circuits and Switches Outcome: Creating an electrical buggy	Structures Resistant Structures Outcome: Design a building that is earthquake-proof	Textiles Sewing: using a variety of decorative stitch patterns Outcome: Make a bookmark using different stitches and patterns
Year 5	Mechanical Systems Cam Mechanism Outcome: Design a toy using a cam mechanism	Structures Frame Structures Outcome: Model play equipment	Textiles Sewing: joining fabric and using stitching to embellish Outcome: Make a pencil case, using a fastener and a stitched pattern.
Year 6	Electrical Systems More Complex Switches Outcome: Design and Make an Intruder alarm		Cooking and Nutrition Preparing and cooking a variety of dishes Outcome: International Café selling foods from other cultures Textiles Sewing: applying appropriate stitch technique for repairs Outcome: make a repair patch for a piece of damaged clothing