



Design and Technology						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Build it Up <i>Structures</i>	Puppets and Pop Ups <i>Mechanisms</i>		Super Salad <i>Food</i>	Sunshine and Sunflowers <i>Textiles/Materials</i>	
Year 1 & 2	Shade and Shelter <i>Naming everyday materials; Properties and uses of materials</i>		Taxi! <i>Mechanisms – wheels, axles and chassis</i>		Chop, Slice and Mash <i>Sources of food; Food preparation techniques; Hygiene rules; Designing and making salads</i>	
Year 1 & 2 2025 - 26	Remarkable Recipes <i>Sources of food; Kitchen tools; Reading recipes; Hygiene rules; Making a school meal</i>		Beach Hut <i>Structures – strengthening and joining</i>		Cut, Stick and Join <i>Everyday fabric products; Significant designer – Cath Kidston; Sewing patterns; Running stitch; Adding embellishments; Designing and making a bag tag</i>	
Year 3	Cook Well, Eatwell <i>Food groups; Eatwell guide; Methods of cooking; Cooking appliances; Hygiene rules; Making taco fillings</i>		Making It Move <i>Cam mechanisms; Designing and making automaton toys; Cutting, joining, strengthening and finishing</i>		Greenhouse <i>Features of greenhouses; Significant designers – Sir Joseph Paxton and Sir Nicholas Grimshaw; Strengthening techniques; Using tools and safety rules; Properties of materials; Constructing strong frameworks</i>	
Year 4	Fresh Food, Good Food <i>Food preservation techniques; Exploring food packaging; Prototypes; Designing, making and packaging healthy snack</i>		Functional and Fancy Fabrics <i>Fabrics; Design features; Significant designer – William Morris; Stitching a hem; Embellishment; Designing and making patterned and embellished fabrics</i>		Tomb Builders <i>Simple and compound machines</i>	
Year 5 & 6 Cycle A	Moving Mechanisms <i>Pneumatic systems; Joining and finishing; Iterative design process; Building pneumatic machine prototypes</i>		Eat The Seasons <i>Cooking; Nutrition</i>		Architecture <i>Architecture over time; Greek architecture; Structural support, stiffness and stability; Computer-aided design; Building design</i>	
Year 5 & 6 2025 - 26	Food for Life <i>Whole foods; Processed foods; Making healthy meals; Hygiene and safety</i>		Engineer <i>Significant engineers and bridges; Features of bridges; Strengthening techniques; Iterative design; Building prototypes; Programming; Animating LEDs; Introducing repeats; Sensors and monitoring. Sensors and monitoring; Designing and making home devices; Incorporating programming and circuits in products</i>		Make Do and Mend <i>Investigating clothing; Sewing – running stitch, whip stitch and blanket stitch; Repairing clothes; Making products from recycled materials</i>	