



Design and Technology (DT)

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS Reception	Structures – Creating a model for a purpose (Pet carrier)	Structures – Design, plan tools and resources (Firework) Cooking: biscuits, fruit kebabs	Structures – Windmill, Chinese lanterns/dragons	Structures – Bird Feeder joining materials (Easter basket) Cooking	Structures – Story box (junk modelling)	Textiles – Weaving Structures – Design and make a boat to float
Year 1	N/A	Textiles Templates and joining (Christmas tree decorations) Cooking Making gingerbread men	N/A	Templates & Joining & Structures Design and make a shelter for an animal	N/A	Cooking: Preparing sandwiches
Year 2	Mechanisms (Wheels and axles) Designing and making vehicles		Mechanisms Sliders and Levers			Food Fruits and vegetables
Year 3	N/A	Cooking Healthy and varied diet	Mechanical Systems Levers & Linkages Structures Shell structures Vehicles	N/A	N/A	Textiles 2D shape to 3D product Roman Shields
Year 4	Cooking	Structures Shell structures Create Christmas decorations and a 3D structure to put them in	Textiles 2D shape to 3D product Designing and making a purse or a phone holder using material and sewing	N/A	Electrical Systems - Simple circuits and switches (including programming and control). Making a 3D Iron man with light up eyes.	N/A
Year 5	N/A	Structures (Frame Structures): Designing a bridge	Structures Ancient Greek clay pots	Cooking Celebrating culture and seasonality	N/A	Electrical Systems – More complex circuits and switches (linked to Science)
Year 6	N/A	Textiles Combining different fabric shapes Frame structures - design and build a model bird hide	N/A	Food Celebrating culture and seasonality-recipes from WW2 link to history topic	N/A	Mechanical systems Pulleys and gears