



Curriculum Overview Design and Technology

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1		Creating Healthy Picnic	Use research to develop and make a mini Stonehenge		Designing, building and evaluating rockets	Healthy eating
Autumn 2		Creating a raft – To use a range of materials creatively to design and make products.	Balanced diet and healthy eating	Farm to fork Pumpkin picking and cooking Healthy recipes and savoury foods	Creating rivers in forest school- evaluate effectiveness.	Cooking- creating healthy soups
Spring 1			Stable structures Focusing on famous buildings and sculptures in France	Experimenting with chocolate	Healthy eating- designing a fruit salad	Designing and making Mayan jewellery
Spring 2	Designing and creating moving pictures	Creating a flood protected miniature home. Making weather wheels.	Comparing breads Farm to fork where our food comes from	Growing foods Learning about food miles and fair trading	Designing and building Viking boats	
Summer 1	Fruit salad design and eating	Design and construct a machine to carry a heavy load.	Egyptian jewellery design Egyptian boat design	Designing and making a Trojan horse	Cooking- flap jacks	Designing a house
Summer 2	Design and making modal homes,		Sandwich packaging Making a healthy sandwich	Making strawberry jam Greek blanket design	Creating Native American wish sticks and head bands	

Due to the way that topics are covered throughout the year, some year groups teach Design Technology on a rolling basis along with Geography, Art and Science. Any spaces on the timetable mean other subjects are being taught during these terms.