Design and Technology Curriculum Overview				
	Autumn Term	Spring Term	Summer Term	
Year 1	Structures - Freestanding Structures Design, make and evaluate Playground Equipment for the Local Park Concept: Structures	Mechanisms – Sliders and Levers Design, make and evaluate a Moving Picture Book for the Library Concept: Mechanisms	Textiles – Templates and Joining Techniques Design, make and evaluate a Glove Puppet for the Bright Beginners Concept: Textiles	
Year 2	Textiles - Templates and Joining Techniques Design, make and evaluate bunting for Decoration on Sports Day Concept: Textiles	Food - Preparing Fruit and Vegetables Design, make and evaluate Healthy Dips and Dippers for Chartwell's Concept: Healthy and Varied Diet	Mechanisms – Wheels and Axles Design, make and evaluate a Moving Vehicle for the Early Explorers Concept: Mechanisms	
Year 3	Mechanical Systems – Pneumatics Design, make and evaluate a Moving Toy for Reception Concept: Mechanisms	Structures – Shell Structures Design, make and evaluate a Sustainable Lunchbox for Smiggle Concept: Structures	Textiles – 2D shape to 3D Product Design, make and evaluate a Reading Cushion for the Library Concept: Textiles	
Year 4	Textiles - 2D shape to 3D Product Design, make and evaluate a Messenger Bag for a Middle School Aged Child Concept: Textiles	Electrical Systems – Simple circuits, switches, programming and control Design, make and evaluate an Head Lamp for and Archaeologist Concept: Electrical Systems	Food - Healthy and Varied Diet Adapt, make and evaluate a Bread Recipe for Warburtons (Support for transition to Walton) Concept: Healthy and Varied Diet	

Design and Technology Curriculum Overview		
Connecting Concepts	Design: Function, Inspiration, Innovation, Adaptation Health and Safety Practical Knowledge Technical Knowledge Food Hygiene Nutrition and Healthy Eating Cooking Techniques Food Source and Group	