

Design & Technology Curriculum Coverage

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Art	D&T	ART	D&T	ART	D&T
FS2	Junk Modelling	D&T Focus in continuous provision: Designing and improving	Cooking and nutrition soup	D&T Focus in continuous provision: Purpose and Movement		Structures boats
Year 1		Mechanisms <i>Matching slider game.</i>		Textiles Hand Puppets		Cooking and nutrition smoothies
Year 2		Mechanisms <i>Levers</i>		Textiles Pouches Sewing – running stitch		Cooking and nutrition Balanced diet – Wrap design
Year 3		Cooking & nutrition Eating seasonally Fruit tarts		Structures: <i>Product packaging</i>		Mechanical structures Squashed air toy
Year 4		Mechanical system Slingshot cars		Cooking and nutrition Adapting a recipe		Textiles <i>Egyptian collars (Y3 unit)</i>
Year 5		Mechanical systems Gears /pulleys		Cooking and nutrition Developing a recipe		Structures bridges
Year 6		Food and nutrition Come dine with me		Textiles <i>Textiles Bags</i>		Structures <i>Playground Pioneers</i>



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