

DT Curriculum



DT Subject Fingerprint

To understand that Design and technology is about making and creating to find solutions or to innovate.

To develop useful and practical skills for now and later life.

To understand that design has a systematic process and follow it.

To understand how to evaluate the effectiveness of a product in terms of how well it solves the original problem.

To understand which processes materials and tools to select to create the intended effect (to include cooking a range of healthy food to complement an understanding of a nutritious diet).

	Autumn	Spring	Summer
Year 1	Structures and mechanisms Mechanism skills – Sliders and Levers Freestanding structure – Reclaimed Materials	Textiles Weaving and Cutting	Cooking and nutrition Fruit Kebabs
Year 2	Textiles Running Stitch	Structures and mechanisms Mechanism Skills – Wheels and Axles Frame Structures – Reclaimed Materials	Cooking and nutrition Savoury Salad and a Topping
Year 3	Cooking and nutrition Healthy Snacks	Textiles Stitching Skills and Cross Stitch Pattern	Structures and mechanisms Mechanism Skills – Linkages and Cams Structure – Food Packaging
Year 4	Cooking and nutrition Leftovers – Bubble and Squeak	Structures and mechanisms Mechanism – Moving Picture Structure – Joins and Strengthening Art Straw Bridge	Textiles Money Container
Year 5	Cooking and nutrition Seasonal Food	Structures and mechanisms Mechanism Skills – Pulleys, Gears and Different Shaped Cams. Structure – Freestanding Wooden Structure.	Textiles Stuffed Toy
Year 6	Textiles Talking Textiles	Structures and mechanisms A Fairground Ride	Cooking and nutrition Vegetarian Chilli