

## Design and Technology



Year	Autumn Term	Spring Term	Summer Term
All Year Groups:	Children are taught the technical knowledge, understanding and skills needed to design, make and evaluate a range of products in different contexts. The Design and Technology Curriculum enables children to learn the crucial life skill of cooking, applying the principles of nutrition and healthy eating.		
1	Moving Pictures (Explore and use mechanisms –Sliders)	Building Structures: A house for the Three Little Pigs (Creating a structure with a given criteria - waterproofing)	<b>Good Enough To Eat!</b> (Cooking and Nutrition Topic)
2	<b>Puppets</b> (Joining – simple sewing stitch)	Moving Vehicles (Explore and use mechanisms –wheels and axles)	A Healthy Dish (Cooking and Nutrition Topic)
3	A Healthy Sandwich (Cooking and Nutrition Topic)	Making Things Move! (Explore and use mechanisms – Pneumatics)	Framing a Portrait (Build structures)
4	<b>Pompeii Bread</b> (Cooking and Nutrition Topic)	Light up the Volcano (Electrical systems)	<b>Bayeux Tapestry</b> (Joining – three to four sewing stitches)
5	Moving Space toy (Explore and use Cam mechanisms)	<b>A North American Dish</b> (Cooking and Nutrition Topic)	Ancient Greek Marble Run (Build structures)
6	War Flowers (Poppy) (Joining – four to six sewing stitches)	(Apply computing to program, monitor and control products)	Food of the Maya! (Cooking and Nutrition Topic)