

DT Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	TOPIC 1	TOPIC 2	TOPIC 3	TOPIC 4	TOPIC 5	TOPIC 6
YN	Me and My Community	Once Upon a Time	Starry Night	Dangerous Dinosaurs	Sunshine and Flowers	Big Wide World
YR	Let's Explore!	Marvellous Machines Puppets and Pop Ups	Long Ago	Ready Steady Grow	Animal Safari	On The Beach
KS1 AND KS2	AUTUMN		SPRING		SUMMER	
Y1	Shade and Shelter Investigating existing products; Designing and making shelters and dens; Prototypes; Safety rules; Materials. [Funny Faces and Fabulous Features] - Stitching to join materials; Embellishing		Taxi! Mechanisms – wheels, axles and chassis		Chop Slice and Mash Sources of food; Food preparation techniques; Hygiene rules; Designing and making salads and sandwiches	
Y2	Remarkable Recipes of food; Kitchen tools; Reading recipes; Hygiene rules; Making a school meal		Beach Hut Structures – strengthening and joining		Cut, Stitch and Join Everyday fabric products; Significant designer – Cath Kidston; Sewing patterns; Running stitch; Adding embellishments; Designing and making a bag tag. Push and Pull Machines and mechanisms; Sliders, levers and linkages; Designing and making greetings cards with moving parts	
Y3	Cook Well, Eatwell Food groups; Eatwell guide; Methods of cooking; Cooking appliances; Hygiene rules; Making taco fillings		Making it Move Cam mechanisms; Designing and making automaton toys; Cutting, joining, strengthening and finishing		Greenhouse Weaving on a loom. Features of greenhouses; Significant designers – Sir Joseph Paxton and Sir Nicholas Grimshaw; Strengthening techniques; Using tools and safety rules; Properties of materials; Constructing strong frameworks	

Y4	Fresh Food, Good Food Food preservation techniques; Exploring food packaging; Prototypes; Designing, making and packaging healthy snacks	Functional and Fancy Fabrics Fabrics; Design features; Significant designer – William Morris; Stitching a hem; Embellishment; Designing and making patterned and embellished fabrics	Tomb Builders Simple and compound machines. Making switches; Programmable technologies; Programming a micro bit; Designing and making a nightlight; Incorporating programming and circuits in products
Y5	Moving Mechanisms Pneumatic systems; Joining and finishing; Iterative design process; Building pneumatic machine prototypes	Eat the Seasons Seasonality - Cooking; Nutrition	Architecture Architecture over time; Greek architecture; Structural support, stiffness and stability; Computer-aided design; Building design. Fabric and mixed media collage; Stitching and embellishment
Y6	Food for Life Whole foods; processed foods; making healthy meals; hygiene and safety	Engineer Significant engineers and bridges; features of bridges; strengthening techniques; iterative design; building prototypes. Sensors and monitoring; designing and making home devices; incorporating programming and circuits in products	Make Do and Mend Investigating clothing; swing-running stitch, whip stitch and blanket stitch; repairing clothes; making products from recycled materials