

Whole-school definition of Design and Technology

The **D&T** curriculum gives the children the opportunity to develop skills, knowledge and understanding of designing and making functional products.

EYFS D&T Curriculum

EYFS Overview

Block 3

Junk modelling. Exploring different recyclable materials.

Block 4

Creating puppets of traditional tales characters

Block 6

Manipulating malleable materials to create 3D sculptures– mud, playdough, salt dough, clay

Year 1 D&T Curriculum

Year 1 Overview

Block 2

Structures

Block 3

Wheels and Axles

Block 6

Seasonal food

Year 2

D&T Curriculum

Year 2 Overview

Block 2

Food and cooking (Preparing fruit and vegetables)

Block 4

Mechanisms - Sliders and Levers - A Road Trip Across the USA

Block 6

Textiles – Templates and joining techniques - Making prayer mat

Year 3

D&T Curriculum

Year 3 Overview

Block 2

Structures – Shell Structures

Block 4

Food – Healthy and varied diet

Block 6

Textiles – 2D shape to 3D product

Year 4

D&T Curriculum

Year 4 Overview

Block 3

Electrical systems – Simple circuits and switches

Block 4

Mechanical systems – Levers and linkages (linked to movement of tectonic plates)

Block 5

Structures – Shell structures using computer- aided design (CAD)

Year 5

D&T Curriculum

Year 5 Overview

Block 1

Structures – Frame structures (Islamic nomad tents)

Block 3

Food – Celebrating culture and seasonality (Tudor Food recipes and preparation)

Block 4

Textiles – Combining different fabric shapes (reusable bag)

Year 6

D&T Curriculum

Year 6 Overview

Block 2

Electrical systems – more complex switches

Block 3

Mechanical systems - Cams

Block 6

Textiles – Using computer aided design (CAD) in textiles