



Curriculum Overview for DESIGN and TECHNOLOGY

These are the units of work which we will be following for the year to come. The order of the units will be decided by class teachers as they choose the unit which best suits the learning at particular points in the year.

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Junk Modelling Me and my World	Food Fruit and Vegetables	Mechanisms Fairground Wheel	Textiles Cushions	Electrical systems Torches	Mechanical Systems Making a pop-up book	Digital world Navigating the world
Joining Techniques Let's celebrate	Mechanisms Making a moving story book	Food A balanced diet	Electrical Systems Electric Poster	Mechanical systems Making a slingshot car	Digital world Monitoring devices	Food Come dine with me
Construction Making lanterns	Structures Constructing a windmill	Mechanisms Making a moving monster	Mechanical Systems Pneumatic toys	Digital World Mindful moments Timer	Food What could be healthier?	Structures Playgrounds
Construction Making lanterns	Textiles Puppets	Structures Baby Bear's chair	Digital Systems Electronic charm	Food Adapting a Recipe	Structures Bridges	Textiles Waistcoats
Junk Modelling Eggs	Mechanisms Wheels and axles	Textiles Pouches	Food Eating seasonally	Structures Pavilions	Textiles Stuffed to	Electrical systems Steady hand game
Recycled Modelling Under the sea	No unit	No unit	Structures Constructing a castle	Textiles Fastenings	Electrical systems Doodlers	Mechanical systems Automated toys