

DESIGN & TECHNOLOGY

A journey through the curriculum

EYFS

Creating with materials;
Being imaginative and expressive

- Investigating existing products; Designing and making shelters and dens; Prototypes; Safety rules; Materials
- Stitching to join materials; Embellishing
- Mechanisms – wheels, axles and chassis
- Sources of food; Food preparation techniques; Hygiene rules; Designing and making salads and sandwiches

YEAR

1

YEAR

2

- Sources of food; Kitchen tools; Reading recipes; Hygiene rules; Making a school meal
- Structures – strengthening and joining
- Everyday fabric products; Significant designer
- Machines and mechanisms; Sliders, levers and linkages

YEAR

3

- Food groups; Eatwell guide; Methods of cooking; Cooking appliances; Hygiene rules; Making taco fillings
- Cam mechanisms; Designing and making automaton toys
- Weaving on a loom
- Features of greenhouses; Significant designers

YEAR

4

- Food preservation techniques; Exploring food packaging
- Mountain climbing equipment
- Fabrics; Design features; Significant designer
- Making switches; Programmable technologies; Programming, Designing and making a nightlight; Incorporating programming and circuits in products
- Simple and compound machines

YEAR

5

- Pneumatic systems; Joining and finishing; Iterative design process; Building pneumatic machine prototypes
- Seasonality
- Cooking; Nutrition
- Fabric and mixed media collage; Stitching and embellishment
- Architecture over time; Greek architecture; Structural support, stiffness and stability; Computer-aided design; Building design

YEAR

6

- Whole foods; Processed foods; Making healthy meals; Hygiene and safety
- Sensors and monitoring; Designing and making home devices; Incorporating programming and circuits in products
- Significant engineers and bridges; Features of bridges; Strengthening techniques; Iterative design; Building prototypes
- Investigating clothing; Sewing – running stitch, whip stitch and blanket stitch; Repairing clothes; Making products from recycled materials