

Ashwell Primary School

Design & Technology Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Early Learning Goals – <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used. 					
Reception						
Year 1		Mechanisms: Making a moving monster / dragon	<i>Teddy Bear biscuits (enrichment)</i>	Textiles: Puppets	Structures: Constructing a windmill	Food: Fruit and vegetables
Year 2	Structures: Baby bear's chair		Food: A balanced diet	Textiles: Pouches		Mechanisms: Wheels and axles
Year 3		Structures: Constructing castles		Mechanical systems: Pneumatic toys	Digital world: Electronic charm	Food: Eating seasonally
Year 4	<i>Rainforest diorama (enrichment)</i>	Food: Adapting a recipe	Electrical systems: Torches	Textiles: Fastenings	Mechanical systems: Making a slingshot car	
Year 5	Mechanical systems: Making a pop-up book		Textiles: Stuffed toys	<i>Viking Long-ships (enrichment)</i>	Digital world: Monitoring devices	Food: What could be healthier? (WW2)
Year 6	Food: Come dine with me		Mechanical systems: Automata toys		Structures: Playgrounds	Electrical systems: Steady hand game