

Design and Technology Overview			
	Autumn	Spring	Summer
Nursery	Developing early learning goals: fine motor skills, working collaboratively, understanding healthy living through foods, using small tools to create with purpose and design, accuracy and care when drawing, holding a pencil effectively		
Reception	ELG: creating with different materials, safely use and explore a variety of materials, understanding texture through sensory play, experimenting with a range of tools and techniques, experimenting with colour, design, texture, form and function		
Year 1	Mechanisms : sliders and levers	Freestanding structures	Food technology
	Making a Jack-in-the box that moves (Create a mock-up)	Building a tower for Rapunzel	Creating a fruit salad for my family (Where does food come from?)
Year 2	Food Technology	Textiles	Mechanism : wheels and axils
	Creating a smoothie for an athlete	Producing a hand puppet to tell a story (Using a template)	Building a vehicle that can be powered by wind
Year 3	Mechanisms : Levers and linkages	Food Technology	Textiles
	Building a Christmas Card for my family with a moving part.	Creating a Greek pasta salad for a healthy person to enjoy.	Producing a tote bag for yourself to use in the summer.
Year 4	Electronics	Shell structures	Food Technology
	Building a simple circuit for Rudolph to light up his nose.	Building a desk tidy for myself to keep me organised.	Creating a bread for a Roman to enjoy.
Year 5	Food Technology	Electronics	Frame Structures
	Creating a religious foods to celebrate a festival.	Producing an electronics game using complex circuits and switches	Building a house for a bird to safely use.
Year 6	Textiles	Food Technology	Mechanisms: Pulleys and Gears
	Creating a pencil case for yourself.	Creating food fit for a VE day celebration.	Building a Fairground ride with moving parts .

