



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 Making a Jack-in-the box that moves (Create a mock-up)	Freestanding structures Building a tower for Rapunzel	Food technology Creating a fruit salad for my family (Where does food come from?)
Year 2	Food Technology Creating a smoothie for an athlete	Textiles Producing a hand puppet to tell a story (Using a template)	Mechanism : wheels and axils Building a vehicle that can be powered by wind
Year 3	Mechanisms : Levers and linkages Moving skeleton.	Food Technology Creating a Greek pasta salad for a healthy person to enjoy.	Textiles Producing a tote bag for yourself to use in the summer.
Year 4	Electronics Building a simple circuit to light up a lighthouse.	Shell structures Building a desk tidy for myself to keep me organised.	Food Technology Design a picnic for our reception friends.
Year 5	Food Technology Creating a religious foods to celebrate a festival.	Electronics Producing an electronics game using complex circuits and switches	Frame Structures Building a house for a bird to safely use.
Year 6	Textiles Sewing project.	Food Technology Pizzas.	Mechanisms: Pulleys and Gears Building a Fairground ride with moving parts .