

Design and Technology Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Structures: constructing a windmill		Textiles: Puppets			Cooking and nutrition: Smoothies
Year 2		Mechanisms: Making a moving monster			Structures: Baby Bear's chair	Mechanisms: Fairground wheel
Year 3		Cooking and nutrition: Eating seasonally		Digital world: Wearable technology		Structures: constructing a castle
Year 4	Mechanical systems: Making a slingshot car		Textiles: Fastenings		Electrical systems: torches	
Year 5	Mechanical systems: Making a pop-up book		Electrical Systems: Doodlers		Digital World: Monitoring Devices	
Year 6	Structures: Playgrounds		Cooking and nutrition: Come dine with me		Textiles: Waistcoats	

Design and Technology is taught in three blocks a year and is alternated with Art