

Design and Technology Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1			Structures: Constructing a windmill		Mechanisms: Making a moving storybook	
Year 2		Mechanisms: Fairground wheel		Cooking and nutrition: Balanced diet		Textiles: Puppets
Year 3	Cooking and nutrition: Eating seasonally		Mechanical systems: Pneumatic toys		Structures: constructing a castle	
Year 4		Electrical systems: torches		Digital world: Mindful moments timer		Mechanical systems: Making a slingshot car
Year 5		Structures: Bridges		Cooking and nutrition: Developing a recipe		Mechanical systems: Gears and pulleys
Year 6		Electrical systems: Steady hand game		Structures: Playgrounds		Digital world: Navigating the world