

# Design and Technology Curriculum Topic Overview

	<b>Autumn</b>	<b>Spring</b>	<b>Summer</b>
<b>Year 1</b>	<p><b>Mechanisms</b> Sliders and levers (Christmas cards)</p>	<p><b>Textiles</b> Templates and joining techniques (Superhero capes)</p>	<p><b>Structures</b> Freestanding structures (Castles)</p> <p><b>Food</b> Preparing fruit and vegetables (Fruit salad)</p>
<b>Year 2</b>	<p><b>Textiles</b> Templates and joining techniques (Sewing puppets)</p>	<p><b>Mechanisms</b> Wheels and axles (Fire engines and emergency vehicles)</p>	<p><b>Food</b> Preparing fruit and vegetables (Salad)</p>
<b>Year 3</b>	<p><b>Mechanical systems</b> Levers and linkages (Pop-up story book)</p>	<p><b>Textiles</b> 2D shape to 3D product (Soft toy sea creature)</p>	<p><b>Food</b> Healthy and varied diet (Sandwich and salad)</p>
<b>Year 4</b>	<p><b>Electrical systems</b> Simple circuits and switches/ Simple programming and control (Torches)</p>		<p><b>Structures</b> Shell structures with CAD (Sweet treat box)</p> <p><b>Food</b> Healthy and varied diet (Picnic food)</p>
<b>Year 5</b>	<p><b>Food</b> Celebrating culture and seasonality (Healthy biscuits)</p>	<p><b>Textiles</b> Combining different fabric shapes with CAD (Utility bag)</p>	<p><b>Mechanical systems</b> Cams (Life cycle)</p>
<b>Year 6</b>		<p><b>Structures</b> Frame structures (Animal hides)</p> <p><b>Food</b> Celebrating culture and seasonality (Bread-making)</p>	<p><b>Electrical systems</b> More complex switches and circuits/ Monitoring and control (Travel games)</p>