Design and Technology Curriculum Overview

Year	Autumn 1	Spring 1	Summer 1
EYFS	Structures Material exploration and freestanding structures	Cooking and Nutrition Preparing fruit and vegetables	Textiles Materials and simple joins
Year 1	Mechanisms Sliders and levers	Cooking and Nutrition Preparing fruit and vegetables	Structures Freestanding structures
Year 2	Textiles Templates and joining techniques	Mechanisms Wheels and axles	Cooking and Nutrition Preparing fruit and vegetables
Year 3	Mechanical Systems Levers and linkages Henry Ford	Structures Shell structures (including computer-aided design) Frank Gehry	Cooking and Nutrition Healthy and varied diet Jamie Oliver
Year 4	Textiles 2D shape to 3D product Clara Chu; Vivienne Westwood	Electrical Systems Simple programming and control (including computer-aided design) Jonathan Ive	Cooking and Nutrition Healthy and varied diet Nadiya Hussain
Year 5	Mechanical Systems CAMs Louis Marx; Harold Matson (Mattel)	Cooking and Nutrition Celebrating culture and seasonality Thomas Warburton; Paul Hollywood	Electrical Systems More complex switches and circuits (including programming, monitoring and control) James Dyson
Year 6	Cooking and Nutrition Celebrating culture and seasonality Heston Blumenthal	Structures Frame structures (using VEX Robotics) Zaha Hadid; Frank Lloyd Wright	Textiles Combining different fabric shapes (including computer-aided design) Virgil Abloh; Tinker Hatfield

Progression into Year 7

By the end of Year 6, pupils should have developed the knowledge, skills and confidence to build upon their learning in Key Stage 3.

- Design and Innovation: Research needs, develop creative ideas and communicate designs through annotated sketches, models and digital tools.
- Making and Technical Knowledge: Select and use tools, materials, components and processes accurately, including mechanical, electrical and structural systems.
- Cooking and Nutrition: Apply principles of nutrition and healthy eating and prepare a range of savoury dishes safely and hygienically.
- Evaluation: Test, evaluate and refine products against design criteria, considering function, quality, users and sustainability.
- Designers and Practitioners: Draw inspiration from influential designers, engineers and chefs, recognising how design and technology shapes everyday life.