

DT Curriculum Unit Overview

	Autumn	Spring	Summer
MAPS	Cooking and Nutrition Jelly/fruit/crackers	Structures Construction	Textiles Explore materials/texture/layering/cutting
Nursery	Structures Rocket	Cooking and Nutrition Fruit monsters	Textiles Explore materials/texture/layering/cutting Threading
Reception	Structures Construction	Textiles Threading	Cooking and Nutrition Biscuits
All strands explored throughout the year in continuous provision			
Year 1	Mechanisms Sliders and Levers - Moving Picture	Cooking and Nutrition To create a healthy pizza	Structures Shelters
Year 2	Textiles Puppets	Cooking and Nutrition To create a healthy coleslaw considering the 5 food groups	Mechanisms Wheels and Axles - Moving Vehicle
Year 3	Structures Bridges	Mechanisms Levers and Linkages - Moving Picture	Cooking and Nutrition To prepare and cook paella
Year 4	Cooking and Nutrition To bake bread	Textiles Purses	Mechanisms including electrical systems Torches
Year 5	Structures Pencil Pots	Mechanisms Cams - Pop-up Toy	Cooking and Nutrition To design and make a seasonal scouse

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Year 6	Cooking and Nutrition To design and make a savoury Greek dish	Mechanisms Pulleys and Gears	Textiles Phone cover/case
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Design Technology Teaching Sequence

Stage 1 – Research / Ideas - Researching artists / architects etc. - Research of techniques - Practising skills - Experimenting with media / samples / materials	Stage 2 – Design - Ideas for own piece – sketches / diagrams. - Initial designs into final design to show development - Use of research and design learning from stage 1 to develop design - Application of skills developed in Stage 1	Stage 3 – Making Piece made from final design using skills developed during stage 1 (can be used as assessment piece)	Stage 4 - Evaluation
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Cooking and Nutrition Teaching Sequence

Stage 1 – Research / Ideas - Researching artists / architects etc. - Research of techniques - Practising skills - Experimenting with media / samples / materials	Stage 2 – Making Piece made from research/ideas using skills developed during stage 1 (can be used as assessment piece)	Stage 3 – Evaluation	Stage 4 – Design - Ideas for own piece – sketches / diagrams. - Initial designs into final design to show development - Use of research and design learning from stage 1 to develop design - Application of skills developed in Stage 1
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