








Design & Technology Curriculum Overview



	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
A u t u m n							
	 <p>Karl Blossfeldt (Carnival headbands)</p>	 <p>David Hockney (Carnival necklaces)</p>	 <p>Antoni Gaudí (Carnival banners)</p>	 <p>Howard Hodgkin (Carnival T-shirts)</p>	 <p>Paul Klee (Carnival tabards)</p>	 <p>Mark Rothko (Carnival T-shirts)</p>	 <p>Alfred Wallace (Carnival banners)</p>
S p r i n g							
	<p>Cooking and Nutrition: Fruit kebabs and salads – exploring colours, textures and healthy eating</p>	<p>Structures: Homes and Habitats – Building a miniature house or animal shelter</p>	<p>Mechanisms: Wheels and Axles – Designing and making a moving vehicle</p>	<p>Structures (Bridges - link to Monet)</p>	<p>Mechanical Systems: Cams or Moving Toys – linked to forces in science</p>	<p>Food and Nutrition (savoury dish)</p>	<p>Islamic Tiles</p> <p>Food Technology (using seasonal produce)</p>
S u m m e r							
	<p>Construction and Play: Building homes and vehicles – joining, balancing and testing simple structures</p>	<p>Textiles- Templates and Joining Techniques – Hand Puppet</p>	<p>Mechanisms – Sliders and Levers – Celebration Card</p>	<p>Mechanisms (Levers) Building a Shaduf - link to Ancient Egyptians</p>	<p>Food Technology: Adapting a simple recipe – Designing and making a savoury wrap or sandwich</p>	<p>Electrical Systems: Designing and making a simple alarm or light-up sign – link to science (circuits)</p>	<p>Creating and Designing Programmes for Year 6 End-of-Year Play</p>