



The Broughton Primary Design & Technology Curriculum



		Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Reception	Autumn	Explore joining materials and using tools to cut and mark. Taught throughout the term in continuous provision.											
Reception	Spring	Create/ use 3D shapes to build models and use tabs to join. Taught throughout the term in continuous provision.											
Reception	Summer	Apply design and making skills to create special places in collaboration with peers. Taught throughout the term in continuous provision.											
Year 1	Autumn	Mechanisms Design, make and evaluate a moving picture.											
Year 1	Spring	Textiles Design, make and evaluate a textile tree.											
Year 1	Summer	Food And Nutrition Design, make and evaluate a picnic.											
Year 2	Autumn	Food And Nutrition Design, make and evaluate a porridge dish.											
Year 2	Spring	Mechanisms Design, make and evaluate a moving vehicle.											
Year 2	Summer	Textiles Design, make and evaluate a moving fridge magnet.											
Year 3	Autumn	Food And Nutrition Design, make and evaluate a roti.											
Year 3	Spring	Textiles Design, make and evaluate a party hat.											
Year 3	Summer	Mechanisms Design, make and evaluate a pop-up book.											
Year 4	Autumn	Food And Nutrition Design, make and evaluate naan bread.											
Year 4	Spring	Textiles Design, make and evaluate a carrier bag.											
Year 4	Summer	Mechanisms Design, make and evaluate an animal that opens its mouth.											
Year 5	Autumn	Food And Nutrition Design, make and evaluate pitta bread.											
Year 5	Spring	Mechanisms And Electronics Design, make and evaluate a Mars Rover.											
Year 5	Summer	Textiles Design, make and evaluate a textile case for an iPad.											
Year 6	Autumn	The Greats Reflecting on the work of five great individuals or products.											
Year 6	Spring	Food And Nutrition Design, make and evaluate a pastry product.											
Year 6	Summer	Mechanisms And Electronics Using Lego Spike to design, make and evaluate a Super Clean-up Grabber.											