

Design Technology Curriculum Coverage						
	Autumn 1 8 weeks	Autumn 2 7 weeks	Spring 1 6 weeks	Spring 2 5 weeks	Summer 1 7 weeks	Summer 2 6 weeks
Subject Enrichment	Trawden Show					
Reception		Making party foods	Create superheroes/ vehicles	Building boats Build a Ship	Make animal homes, Bee hive structures Bug Hotels Growing/harvesting own food	Trawden Show entries
Year 1		Mechanisms – pop ups and simple card levers.	Preparing and combining food.		3D animals using clay. Kite flying	
Year 2			Food - the eatwell plate, where food comes from, principles of a healthy diet Make Fruit Kebabs / Smoothies / Bake cupcakes	Build a Boat	Mechanisms - wheels and axles	Make something circus themed. i.e. Make tent from straws. Diabolo Sticks
Year 3			Iron Man Sculptures	Making Healthy Food		Circus half term
Year 4		Make a torch Make a Wind Turbine	Make Volcanoes	Design a chariot (this year – design and build Roman		Design an Animal Puppet (Insects)

				aqueduct model/Roman sandals)		
Year 5	Sewing		Design a Moon Buggy	Food		Mechanical systems – levers/pulleys to create a vehicle
Year 6		Savoury Cooking - WW2 recipes				Circus Design