

DESIGN AND TECHNOLOGY

Term	EY	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Autumn 1	Working with food - decorating biscuits.		Mechanisms (wheels and axles) - Make a vehicle for the Queen	Food - Making beans			
Autumn 2	Make a Halloween Mask. Make a rocket. Working with food - making Christmas cakes/biscuits/logs.	Mechanisms (sliders and levers) - Making a bus move		Food - Fruit and vegetable Christmas tree	Mechanical Systems (pneumatics) - Digestive System	Frame Structures - Building an Anglo Saxon longboat	Electrical Systems - Air raid alarm
Spring 1	Design and build a space station/rocket, a house for a super hero.				Electrical Systems - Iron Man Night Light		
Spring 2	Design and build a trap to catch the Big Bad Wolf. Build the brick, straw and stick houses. Follow instructions to make porridge. Design and build a castle.	Structures - Building a shop	Food - Prepare fruits & vegetables to make a traditional African meal	Shell Structures - Greenhouses for plants and Stone Age houses		Food - Making tortillas	Food - Different Cultures (South America)
Summer 1					Food - Making Roman bread		
Summer 2	Make a dinosaur mask. Make a pirate hat.	Food - Fruit and vegetables picnic	Textiles - Use textiles & templates to create a pirate puppet	Mechanical Systems (levers and linkages) - Egyptian Shadduf	Textiles - Roman coin pouch	Mechanical Systems - Making a moving vehicle/carousel	Textiles - Making a leavers bag