

Design and Technology Curriculum Overview

Design and technology is built on the Cornerstones Curriculum, adapted by the school. Each year group studies three or four projects across structures, mechanisms, textiles, and cooking and nutrition, and every project follows the same process: evaluate existing products, learn the technical skills, then design, make and evaluate a product for a real user.

Year	Autumn	Spring	Summer
Year 1	Shade and Shelter STRUCTURES Designing and making a play den	Taxi! MECHANISMS Wheels, axles and chassis	Chop, Slice and Mash COOKING AND NUTRITION Food sources and preparation skills; a supermarket sandwich
Year 2	Remarkable Recipes COOKING AND NUTRITION Reading recipes; a new school meal	Bath Toy MECHANISMS A moving bath toy	Push and Pull MECHANISMS Sliders, levers and linkages; a moving greetings card Cut, Stitch and Join TEXTILES Running stitch; a sewn bag tag
Year 3	Cook Well, Eat Well COOKING AND NUTRITION Food groups, the Eatwell guide and cooking methods; a taco filling	Making It Move MECHANISMS Cams; an automaton toy	Greenhouse STRUCTURES Strengthening techniques; a mini greenhouse
Year 4	Tomb Builders MECHANISMS Simple machines, pulleys and levers	Functional and Fancy Fabrics TEXTILES Block printing, hemming and embroidery; a fabric sample	Fresh Food, Good Food COOKING AND NUTRITION Food preservation and packaging; a healthy snack
Year 5	Moving Mechanisms MECHANISMS Pneumatic systems; a pneumatic machine	Eat the Seasons COOKING AND NUTRITION Seasonal food and cooking techniques	Architecture STRUCTURES Architectural style over time, computer-aided design; a building design
Year 6	Money Containers TEXTILES Running, whip and blanket stitch; a purse or wallet	Engineer STRUCTURES Beams, arches and trusses; a bridge prototype	Food for Life COOKING AND NUTRITION Processed and whole foods; a healthy daily menu