

DT Overview

Y1

Design Technology	Mechanisms: Wheels and axles	Textiles - Puppets	Cooking and nutrition: Smoothies	Structures – constructing a windmill.		Mechanisms: Making a moving story book
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Y2

Design Technology		Textiles: pouches		Structures: Baby Bear's chair	Cooking and nutrition: A balanced diet	Mechanisms: Making a moving monster
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Y3/4 Cycle A

Design Technology	Mechanical systems: Pneumatic toys		Textiles: Cross-stitch and appliqué	Cooking and nutrition making Egyptian bread	Electrical systems: Electric poster	
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Y3/4 Cycle B

Design Technology	Structures: Constructing a castle	Electrical systems: Torches	Cooking and nutrition: Adapting a recipe		Mechanical systems: Making a slingshot car	
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Y5/6 Cycle A

Design Technology		Structure: Bridges		Electrical systems: Steady hand game	Textiles: waistcoats	Cooking and nutrition: Developing a recipe
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Y5/6 Cycle B

Design Technology	Mechanisms: Pop up Book		Structures: Playgrounds	Cooking and nutrition: Healthy options	Textiles: Stuffed toys	
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