

Design and Technology school curriculum overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Build a bridge from construction resources and test if it is strong enough for the wolf to cross.	Create a nature crown Build animal habitats for fantasy creatures	Create a kite Cook plum pie			Using a material for a new purpose
Reception	Make a superhero cape and mask Cut vegetables safely	Make stick puppets for nursery rhymes		Nutritional learning Cut and prepare a fruit salad	make a dragon egg bake gruffalo crumble	Build bee hotels using natural resources
		Cut vegetables and use them to make soup	Design and build a model car with moving wheels		Nutritional learning Make an astronaut helmet that can be worn by themselves	
Year 2	Build a replica model lighthouse according to set criteria			Build a model fire engines		Nutritional learning Design and make a crown that represents themselves
Year 3		Nutritional Learning		Build an effective roman catapult		Design and build an Egyptian inspired model sarcophagus
		Design and make effective packaging for a product				
Year 4	Nutritional Learning					Design and build a Viking inspired model longboat that can float
	Design and sew a simple embroidery					
Year 5		Build a pulley to raise a flag	Nutritional learning			Design and build a bug hotel out of sustainable materials to attract a range of wildlife
			Build a model bridges to a set design criteria			

Year 6	Nutritional Learning	Design and make a prototype of festive lights		Design and create a Maya inspired shield for the Knighthood banquet to represent themselves	
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