



Key Stage 1 and 2 D&T Curriculum

Cycle A

	Autumn	Spring	Summer
Class 1	Food <ul style="list-style-type: none"> • Fruit salads • Food preparation 	Textiles <ul style="list-style-type: none"> • Patchwork quilt • Properties of fabrics 	Structures <ul style="list-style-type: none"> • Playground equipment
Class 2	Food <ul style="list-style-type: none"> • Oliver's Fruit • Keeping healthy • Fruit smoothies 	Structures <ul style="list-style-type: none"> • The Three Billy Goats Gruff - Bridges • Goldilocks and the Three Bears - Chairs 	Mechanisms <ul style="list-style-type: none"> • Wheels and axles • Train carriages/.Emergency vehicles •
Class 3	Food <ul style="list-style-type: none"> • Bread - Design and make bread (combining ingredients) • Swifts the bakers 	Structures <ul style="list-style-type: none"> • Bridges - joining materials 	Packaging <ul style="list-style-type: none"> • Roman treasure box - packaging
Class 4	Mechanisms: Moving Toys—Cams <u>Trip to Enginuity?</u> We find out how the movement of a mechanism within a toy or model will change rotary motion into linear	Food: Bread/ biscuits We discover what food was even on board ships in Tudor times and explore how these 'hardtack' biscuits can be improved for our tastes.	Textiles: Bags/ Money containers We look at a range of existing products and use these to design and make our own using a list of agreed criteria. We make simple patterns and

	motion using cams. We design toys with a moving part and test our design ideas, making adjustments where necessary.		evaluate how useful these were after we have made our finished product.
Class 5	Textiles: <ul style="list-style-type: none"> • Viking purses 	Textiles: <ul style="list-style-type: none"> • Poisoned dart beanbags 	Structures: <ul style="list-style-type: none"> • Building a structure to withstand an earthquake.

Cycle B

	Autumn	Spring	Summer
Class 1	Food <ul style="list-style-type: none"> • Making pizzas • Pizza toppings 	Mechanisms <ul style="list-style-type: none"> • Animal puppets • Moving joints 	Structures <ul style="list-style-type: none"> • Make a beach hut
Class 2	Food/Electricity <ul style="list-style-type: none"> • Making cookies • Street lights • Link with local enquiry 	Textiles <ul style="list-style-type: none"> • Make a simple bag for Little Red Riding Hood 	Structures <ul style="list-style-type: none"> • Building habitats
Class 3	Movement <ul style="list-style-type: none"> • Moving monsters (pneumatics) • Trip to Enginuity 	Food <ul style="list-style-type: none"> • Flat breads - (combining ingredients) • Sandwiches (cutting skills) 	Structures <ul style="list-style-type: none"> • Photograph frames - (making a stable structure)
Class 4	Food: WWII rations We look at the balanced plate, evaluate ingredients, record and	Electricity—alarms/ lighting with sensors We investigate how circuits in torches are made to understand the function of	Mechanisms: Storybooks (Science) We look at how levers and linkages have been used in pop up books. We

	<p>explain preferences, i.e., different types of veg used in Woolton Pie and how vegetables were used in altered recipes. We look at different ways to make a pie, cook/taste components for fillings, taste ingredients and combinations. We chop ingredients using knives safely and explore the function of pie components to hold, bind and nourish. We design , make and evaluate own WWII dish—pie, biscuit or cake using our research.</p>	<p>each component and how they are fit for purpose. We design own battery powered alarms or lighting systems for use in our museum o=for Anglo-Saxon artefacts.</p>	<p>make our own examples where levers and linkages are used with fixed and non-fixed pivots to make moving pictures.</p>
Class 5	<p>Food:</p> <ul style="list-style-type: none"> • Chocolate tasting and making • Tortillas • Greek Salads <p>Electricity</p> <ul style="list-style-type: none"> • Designing and making electrical game 	<p>Victorians:</p>	<p>Sustainability:</p> <ul style="list-style-type: none"> •