

Overview for Design and Technology

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| Year 1 | Food: Fruit and vegetables Textiles: Puppets Mechanisms: Wheels and axles Mechanisms: Making a moving story book Structures: Constructing a windmill |
| Year 2 | Textiles: Pouches Mechanisms: Making a moving monster Mechanisms: Fairground Wheel Food: A balanced diet Structures: Baby Bear's chair |
| Year 3 | Food: Eating seasonally Mechanical Systems: Pneumatic toys Structures: Castles Textiles: Cushions Electrical Systems: Static electricity |
| Year 4 | Food: Adapting a recipe Mechanical Systems: Slingshot cars Structures: Pavilions Textiles: Fastenings Electrical Systems: Torches |
| Year 5 | Food: what could be healthier? Electrical Systems: Electronic greetings cards Structure: Bridges Mechanical systems: Pop-up book Textiles: Stuffed toys |
| Year 6 | Food: Come dine with me Electronic systems: Steady hand games Structures: Playgrounds Mechanical Systems: Automated toys Textiles: Waistcoats |