Curriculum Map

Subject: Design and Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		Mechanisms: Matching slider game		Structures: Stable structures		Textiles: Simple stitches
Year 2		Cooking and nutrition: Balanced diet		Mechanisms: Levers		Textiles: Pouches
Year 3		Structures: Product packaging		Mechanical systems: Making a moving monster		Textiles: Egyptian collars
Year 4		Cooking and nutrition: Adapting a recipe		Structures: Helmets		Digital world: Mindful moments timer
Year 5		Electrical systems: Wobble bots		Digital world: Monitoring devices		Structures: Bridges
Year 6		Mechanical systems: Automata toys		Textiles: Bags		Cooking and nutrition: Come dine with me