

DT Curriculum Sequence Overview 23/24

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Structures: Intro to fixings and making corner	Structures: Sharing your model	Structures: Fixings: Design and make an Emergency Vehicle	Textiles: through countries Food: Design and make a Gingerbread Man Sculpture: Where the Wild Things are		
Year 1	Food: Fruit salad	Food: Making a sandwich	Structure & Mechanisms: Making a moving dragon	Structures: Constructing a castle	Structures: Secret Garden Constructing Windmills	Textiles: Animal puppet
Year 2	Mechanisms: Moon Buggies	Mechanical systems: Celebration Cards		Mechanisms: Rainforest Instruments	Food: Picnic pizza	Textiles: Sunglasses Case
Year 3	Food: Oat Cakes (Where food comes from)		Mechanics: Mechanical posters/Pop-up books (levers)		Construction: Frame Structures	
Year 4	Food: Roman Banquet (Balanced diet)		Mechanics: Flagpoles and catapults (Pulleys)		Electronics: Circuits and switches	
Year 5	Mechanics: Fairground rides (CAMS)		Computing: Mayan Buildings (CAD)		Textiles: Functional	
Year 6	Food: American Food (Safely storing food)		Construction: Anderson Shelters (Shell Structures)		Textiles: Aesthetics	