

**DT Curriculum Sequence Overview**

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Reception</b>	Introduction to fixtures and corner making (Construction)	Introduction to fixtures and corner making (Construction)	Design and make an emergency vehicle (Construction)	Explore textiles through countries (Textiles) Make a Gingerbread Man (Food)		
<b>Year 1</b>	Make fruit salad (Food)	Make a sandwich (Food)	Design and make a moving dragon (Mechanics)	Design and make a castle (Construction)	Design and make a secret garden windmill (Mechanics)	Design and make an animal puppet (Textiles)
<b>Year 2</b>	Design and make a moon buggy (Mechanics)	Design and make a superhero flinger (Mechanics)	Design and make an animal shelter (Construction)	Design and make rainforest instruments (Construction)	Make a fruity ice lolly (Food)	Design and make a sunglasses case (Textiles)
<b>Year 3</b>	Make oat cakes (Food: Where food comes from)		Design and make a pop-up book (Mechanics: Levers)		Design and make Roman Buildings (Construction: Frame structures)	
<b>Year 4</b>	Make bread (Food: Balanced diet)		Design and make a light up sign (Electronics: Circuits and switches)		Design and make an Egyptian Shaduf (Mechanics: Pulleys)	
<b>Year 5</b>	Design and make a fairground ride using CAMS (Mechanics: CAMS)		Design a Mayan building using CAD (Computing: CAD)		Design and make a money container (Textiles: Function)	
<b>Year 6</b>	Design and make an earthquake safe building (Construction: Shell structures)		Make rock cakes using WW2 rations (Food: Safely storing food)		Design and make a bag (Textiles: Aesthetics)	