



DT CURRICULUM YEAR PLAN

DT skills	Design	Make	Evaluate	Technical Knowledge
	Working with Tools		Cooking and Nutrition	
Areas	Textiles	Electrical Systems	Mechanisms	Structures
	Autumn Term		Spring Term	Summer Term
R	Exploring Materials and Tools Encourage children to experiment with a variety of materials (e.g., paper, fabric, wood, plastic). Introduce basic tools safely (e.g., scissors, glue, tape, simple construction kits). Understanding Simple Mechanisms Explore basic concepts like levers, pulleys, wheels, and axles through play-based learning. Use toys and models to demonstrate how things move or work. • Junk Model Vehicles • Clay Divas		Developing Fine Motor Skills Activities like cutting, folding, drawing, and assembling help refine hand-eye coordination and dexterity. Exploring Materials and Tools Encourage children to experiment with a variety of materials (e.g., paper, fabric, wood, plastic). Introduce basic tools safely (e.g., scissors, glue, tape, simple construction kits). • Cardboard rockets • Easter shredded wheat nests	Developing Fine Motor Skills Activities like cutting, folding, drawing, and assembling help refine hand-eye coordination and dexterity. Planning and Evaluating Support children in planning their designs (e.g., drawing a picture before building or making). Help them reflect on what worked well and what could be improved. • Make a plan for the decoration on a Fairy cake – make and decorate • Cress sandwiches

Y1	Food: Fruit Kebabs • To know where different types of fruit come from, and understand that they are part of a plant. • To name and sort foods into the 5 food groups. • To explore a range of fruits and describe their taste and texture. To explore ingredients to make a yoghurt dip. • To design and make fruit kebabs with yogurt dip. • To evaluate product and suggest ways it could be improved. • To consider the types of packaging the fruit kebabs could be sold in.	Structures: Design and make a model house • To learn about different types of houses. • To use card and paper to explore how to build simple structures • To design a model house or hut • To make a model house or hut using paper, card and lolly sticks. • To evaluate product and suggest improvements.	Mechanisms: Design and make a moving picture • To identify simple levers and sliders in moving books and explain how they work. • To make practice models of levers and sliders using card. • To design a picture that includes a moving part. • To make the moving picture. • To evaluate the strengths and weaknesses of the finished product.
Y2	Food: Healthy Wraps • To sort a range of foods into the 5 food groups and describe a healthy and balanced diet • To know where meat and vegetable foods come from and understand that they are part of animals or plants • To explore a range of foods suitable for making a wrap and describe their taste and texture • To design and make a healthy wrap • To evaluate product and think about any improvements that could be made.	Textiles: Design and make a puppet • To explore a range of textile puppets • To practice simple sewing techniques • To design a fabric puppet • To make a fabric puppet • To evaluate finished product against original design.	Mechanisms: Design and make a model windmill with moving sales • To explore what windmills are and how they are used. • To explore ways of making strong bases. • To explore how to make sales for windmills. • To design a model windmill • To make a model windmill • To evaluate finished windmill and suggest improvements

Y3	Mechanisms: Design and make a pop-up Christmas card - To explore a range of pop-up mechanisms and explain how they work - To experiment with pop-up mechanisms using card and paper - To design a pop-up Christmas card - To make a pop-up Christmas card - To evaluate the finished product against the original design.	Food: Pizzas - To research how pizzas are made and investigate various toppings - To consider how a recipe can be adapted to create a healthier pizza. - To use labelled diagrams and assembly instructions to plan a pizza that includes 4 toppings. - To work hygienically to make a pizza in groups - To evaluate likes and dislikes about a pizza and refine recipe	Textiles: Design and make a simple bag - To know about the properties and uses of a range of different fabrics. - To investigate natural and synthetic fabrics and how their uses changed fashion. - To explore and practice different sewing stitches. - To design a small fabric bag using specific criteria. - To make a small bag using specific criteria.
Y4	Electrical Systems: Design and make a festive lantern - To investigate how a light-up item works by taking it apart - To investigate electrical circuits that include a switch - To investigate how to make simple 3D nets - To use annotated sketches to design a lantern, explaining how it will work - To assemble and join materials with accuracy to make a lantern	Food: Pasta - To know how pasta is made and where the ingredients come from - To research pasta recipes and know that pasta is a popular dish in Italy - To design a seasonal pasta salad that could be sold at an event - To work in groups to prepare and make a pasta salad - To create a design idea for a container that could hold the pasta - To consider ways in which the recipe could be adapted.	Structures: Design and make a Roman style sandal - To research how Roman sandals were made - To test how to assemble, join and combine materials to achieve a particular purpose and function - To explore ideas and complete a final design for a Roman sandal, using annotated sketches - To select and assemble materials to make a Roman sandal - To evaluate the sandal against the original design and think of how it could be improved.
Y5	Mechanisms: Design and make a pop-up scene - To identify a range of pop-up mechanisms in pop-up books and explain how they work - To test 3 different types of mechanism. - To design a pop-up scene that includes multiple mechanisms.	Structures: Design and make a Viking Longship - To research other model longships - To investigate and practise construction techniques for strengthening and joining materials. - To generate own design ideas to make a model longship that is historically accurate.	Textiles: Design and make a pencil case - To research and evaluate existing pencil cases. - To test how to join materials with a range of different stitches. - To investigate different fastenings (poppers, buttons, drawstring)

	- To construct paper materials with precision and accuracy to make a pop-up scene. - To evaluate finished product against the original design and consider improvements that could be made.	- To assemble, join and combine materials with accuracy to make a model longship. - To evaluate the design and construction of the model longship and consider improvements that could be made.	- To use annotated sketches to create design ideas for a pencil case that includes embellishments. - To use accurate cutting and sewing techniques to make a fabric pencil case. - To evaluate the design and construction of the pencil case and consider improvements that could be made.
Y6	Electrical Systems: Design and make an electric 'wobblebot' - To investigate electrical circuits that include a motor (can be done in science lesson) - To explore how the motor can create movement of an object - To generate a range of design ideas for a toy 'wobblebot' - To assemble and join materials with accuracy to make a 'wobblebot' - To evaluate the quality of design and fitness for purpose of the final product.	Mechanisms: Design and make a sling-shot car - To investigate sling-shot toys and games and explain how the force is creating movement. - To observe how a sling-shot car is made and describe how it works using annotated sketches. - To generate a range of design ideas for a sling-shot car. - To assemble and join materials with accuracy to make a sling-shot car. - To evaluate the quality of design and fitness for purpose of the final product.	Food: Create a recipe for a smoothie - To be able to give examples of food that is grown, reared and caught in the UK and the wider world. - To understand about seasonality, how this may affect food availability and plan recipes according to seasonality. - To explain that foods contain different substances, such as protein, that are needed for health and be able to apply these principles when planning and preparing dishes - To plan and prepare a healthy smoothie. - To design a nutritional poster to promote the sale of the smoothie.