

D&T: Our Curriculum

Our D&T curriculum is based on the topic themes and ensures every child has the opportunity to become an independent thinker, develop new skills, be creative and to be innovative. D&T is integrated and with other NC subjects including mathematics, science, art and computing which ensures cohesive learning. Cooking and nutrition within our D&T curriculum also links with the school's healthy living and healthy eating drive. Through the evaluation of past and present design and technology, our children develop a critical understanding of its impact on daily life and the wider world which will inspire a future interest in design.

	Autumn	Spring	Summer
Nursery	Me and My Community	Starry Night	Sunshine and Sunflowers
	Junk modelling and construction	Explore different materials through play Making soy noodles	Making a wind chime
	Once Upon a Time	Dangerous Dinosaurs	Big Wide World
	Build castles and bridges using construction	Explore different textures and materials when making a dinosaur Making biscuits	Weaving
Reception	Let's Explore	Long Ago	Ready, Steady, Grow
	Junk modelling and construction Clay Divas	Spoon Puppets Running Stitch Sewing Making Sandwiches - hygiene rules	Making fruit salad- hygiene rules Moving pictures
Year 1	Childhood	Big Lights, Big City	School Days
	Make a Shelter	Make a vehicle move using wheels, axles and chassis	Make a wrap- peeling, chopping, mashing, grating
Year 2	Movers and Shakers	Coastline	Magnificent Monarchs
	Cooking a new school meal	Making our huts using wood	Sewing a bag tag Making a moving greetings card using levers
Year 3	Through the Ages	Rocks, Relics and Rumbles	Emperors and Empires
	Make a taco using healthy options	Make an automaton toy Experiment with different shaped cams	Construct a mini greenhouse structure
Year 4	Misty Mountain, Winding River	Invasion	Ancient Civilisations
	Learn about home furnishings- William Morris Decorate fabric-block printing, hemming and embroidery	Learn about food decay and preservation Prepare, package and evaluate a healthy snack	Learn about simple machines- wheels, axles, inclined planes, pulleys and levers
Year 5	Ground Breaking Greeks	Dynamic Dynasties	Sow, Grow and Farm
	Use knowledge of Greek architecture to design and build a structure using a range of materials Focus on structural support (stiffness and stability, computer aided design)	Design, make and evaluate a pneumatic machine Understand mechanical systems (gears, pulleys, cams, levers and linkages)	Make a seasonal soup
Year 6	Maafa	Frozen Kingdoms	Britain at War
	Make a meal as part of a healthy daily menu Market stall	Complete a bridge-building engineering challenge to create a bridge prototype Identify features, such as beams, arches and trusses	Make a bookmark, pin cushion or pencil case using recycled material Learn a range of simple sewing stitches (running stitch, whip stitch and blanket stitch)

Impact

Our children:

- Develop the skills, knowledge and confidence to be independent thinkers, which inspires an interest in design for the future.
- Are able to make links between D and T and other areas of the curriculum and are able to apply this knowledge to new problem solving tasks.
- Are able to make links relating to real life skills, for example cooking healthy dishes to improve health and fitness.
- Are able to test and evaluate processes to make informed decisions.