DT Overview			

	Autumn	Spring	Summer
Early Years			
Reception	**Junk Modelling** • Cutting and joining • Selecting materials • Building simple structures • Exploring shape and stability	**Soup** • Washing and chopping • Mixing ingredients • Safe tool handling • Exploring textures and smells	**Threading and Weaving** • Fine motor control • Pattern and repetition • Over–under weaving • Using different materials
Key Stage 1			
Year 1	**Mechanisms** **Moving Pictures** • Sliding and levers • Pivot points • Simple linkage movement • Creating motion safely	**Structures** **Bridges** • Strengthening with folds • Testing load • Using supports • Joining materials securely	**Food** **Salad** • Chopping skills • Combining ingredients • Food hygiene basics • Colour/texture combinations
Year 2	**Textiles** Pouches • Running stitch • Cutting fabric • Simple fastening • Joining edges securely	**Mechanisms** Wheels and Axels: Vehicles • Fixing axles • Attaching wheels • Understanding rotation • Testing movement	**Food** Wraps • Safe cutting • Choosing fillings • Rolling and folding • Balanced meal choices

Key Stage 2			
Year 3	**Food** Seasonal Tarts • Using cutters • Preparing fillings • Following a recipe • Baking safely	**Electrical Systems** Electric Poster • Building circuits • Using switches/LEDs • Understanding power flow • Safe wire handling	**Structures** Castles • Reinforcing shapes • Creating towers and battlements • Planning layouts • Improving stability
Year 4/5	**Digital World** Data Loggers - Tinkercad • Basic coding logic • Placing sensors • Reading simple data • Simulating circuits	**Textiles** Combining Fabrics • Layering fabrics • Using templates • Stitching techniques • Adding decorative details	**Food** Healthy Pizza • Kneading dough • Preparing toppings • Using the oven safely • Designing balanced meals
Year 5/6	**Food** Baking Bread • Measuring accurately • Kneading and proving • Understanding yeast • Evaluating texture and flavour	**Digital World** 3D CAD Models • Navigating 3D space • Using shapes and tools • Designing components • Editing and refining models	**Mechanical Systems** Cams - Automata. • Understanding cam types • Constructing followers • Translating rotation to movement • Strengthening mechanisms