## **Subject Overview: Design and Technology**

Unity	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Daycare	Exploring different materials	Use simple tools and techniques to create models	Explore different textures and materials.	Art focus	Art focus	Make simple models and structures
Nursery	Creating shapes and forms with play dough	Joining materials	Junk Modelling/ building blocks; exploring shapes/form	Clay models	Art focus	3D collage Talk about creations
Reception	Structures: Junk modelling - (DT)	Art focus	Art focus	Structures: Boats - (DT)	Cooking and Nutrition: Soup (DT)	Art focus
Year 1	Structures: Constructing windmills (4 lessons)		Textiles: Puppets (4 lessons)		Food: Fruit and vegetables (4 lessons)	
Year 2		Structures: Baby bear's chair (4 lessons)		Mechanisms: Fairground wheel (4 lessons)		Mechanisms: Making a moving monster (4 lessons)

Year 3	Food: Eating		Digital world:		Structures:	
	seasonally (4		Electronic charm		Constructing a	
	lessons)		(4 lessons)		castle (4 lessons)	
Year 4		Structure:		Mechanical		Electrical
		Pavilions (4		systems: Making		systems: Torches
		lessons)		a slingshot car (4		(4 lessons)
				lessons)		
Year 5	Doodlers (4		Mechanical		Food: What could	
	lessons)		systems: Making		be healthier? (4	
			a pop-up book (4		lessons)	
			lessons)			
Year 6		Textiles:		Structure:		Digital world:
		Waistcoats (4		Playgrounds (4		Navigating the
		lessons)		lessons)		world (4 lessons)