DT Curriculum Overview (**Each strand is covered in KS1, LKS2 and UKS2. All year groups have a cooking unit.)**

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Term 1A				Nutrition and Cookery *Making salads* *(5 lessons week 4 and 5)*		Textiles Stuffed Toys (6 lessons week 1 and 2)
Term 1B		Mechanisms – Wheels and axles *Making moving vehicles* *(6 lessons-Week 6-7)*			Nutrition and Cookery *Making biscuits* *(6 lessons week 5 and 6)*	
Term 2A	Textiles Puppets (6 lessons week 3 and 4)			Electrical systems Make a poster using light (3 lessons Week 5)		Nutrition and Cookery *Seasonal savoury vegetable turnovers* *(6 lessons week 1-3)*
Term 2B	Mechanisms – *Story book using* sliders *(6 lessons week 1 and 2)*	Structures Baby Bear's Chair (6 lessons week 1+2) week 2)	Mechanisms pneumatic toys (6 lessons week 1 and 2) Digital world Wearable technology (lesson 1-3 week 5)	Textiles Book sleeve (6 lessons week 1 and 2)	Structures, mechanisms, electrical systems and digital world Design and make a controllable fairground ride (using Crumble) Week 1-4	Mechanisms Pop up books (6 lessons week 1 and 2)
Term 3A		Nutrition and Cookery *Sandwiches* (6 lessons week 6+7)	Digital world Wearable technology (lesson 4-6 week 1)			
Term 3B	Nutrition and Cookery fruit kebabs (6 lessons week 3 and 4)		Nutrition and Cookery *Making pizzas* ***(6 lessons week 5&6)***	Structures marble run (paper engineering) (6 lessons week 2 & 3)		
Key skills and techniques taught	• **Cutting – using scissors/knives correctly and with control** • **Aesthetics- patterns** • **Joining materials- Gluing, stapling, pinning** • **Using sliders for movement**	• **Strengthening and stiffening structures** • **Using wheels and axels** • **Sandwiches linked to the Eatwell plate**	• **Grating, cutting, spreading** • **Using pneumatic systems** • **Computer aided technology**	• **Joining paper and card using tabs ,slots and flanges** • **cross stitch and running stitch** • **make mock-ups** • **create a salad recipe that links to the Eatwell plate** • **use circuits**	• **Using pulleys/gears** • **Controlling models with a computer** (Crumble) • **Sawing wood** • **Reinforcing 3D structures** • **Using hot glue guns** • **Adapting a recipe**	• **Kneading** • **knowledge of yeast** • **Measuring** • **Cutting, peeling and grating** • **Seasonality** • **Blanket stitch** • Use layers and spacers to cover different levers