

Design Technology Curriculum Overview



At St. Marie's we offer full coverage of the KS1 and KS2 design and technology curriculum. It is categorised into five areas:

- Structures
- Mechanisms
- Electrical Systems
- Cooking and Nutrition
- Textiles

	Cooking and Nutrition	Mechanisms	Structures	Textiles	Electrical Systems
Year 1	Preparing fruit and vegetables – fruit kebab	Sliders and Levers – moving parts card/poster		Templates and Joining techniques - Puppets	
Year 2	Preparing fruit and vegetables – mango lassi	Wheels and axles – moving vehicle	Freestanding structures – playground equipment		
Year 3	Healthy and Varied diet – Dips	Pneumatics – mascot/toy		2D shape to 3D product – money carrier/purse	
Year 4	Healthy and Varied diet – seasonal dish		Shell structures using Computer Aided Design (CAD) – gift box		Simple programming and control – illuminated, flashing sign
Year 5	Celebrating Culture and Seasonality – bread making	Cams – moving toy	Frame structure - bridges		
Year 6	Celebrating Culture and Seasonality – Great British Menu			Combining different fabric shapes - waistcoat	Monitoring and Control - lighthouse

There are then four strands that run through each topic:

- Designing
- Making
- Evaluating
- Technical Knowledge