



DT Curriculum Overview



INTENT:

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts (for example, the home, school, leisure, culture, enterprise, industry and the wider environment).

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Sewing - Stone Age Pouches		Pulley systems - Theatre safety curtain		Food tech- Fruit Salad	
Year 4		Electrical circuits - Torches		Food tech- Savoury dishes	Woodwork structures - Bridges	
Year 5	Sewing - Anglo Saxon pouches	Cams and followers - Moving toys		Food Tech - Italian cafe		
Year 6	Food tech - Brazilian food				Wooden structures and mechanisms Sewing - Embroidery, sewing a cushion	