Design Technology curriculum map – overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	**Mechanisms** *Making a moving story book*	**Textiles** *Puppets*	**Mechanisms** *Wheels & axles*	**Structures** *Construct a windmill*	**Food** *Fruit and vegetables*	
Year 2	**Mechanisms** *Making a moving monster*	**Structures** *Making baby bear's chair*	**Textiles** *Pouches*		**Mechanisms** *Ferris wheels*	**Food** *Balanced diet*
Year 3	**Structures** *Constructing a castle*	**Food** *Eating seasonally*	**Electrical systems** *Electric posters*	**Digital world** *Electronic charms*	**Textiles** *Cross stich and applique*	**Mechanisms** *Pneumatic toys*
Year 4	**Mechanisms** *Make a slingshot car*	**Electrical systems** *Torches*	**Food** *Adapting a recipe*	**Textiles** *Fastenings*	**Structures** *Pavilions*	**Digital world** *Mindful moments timer*
Year 5	**Mechanisms** *Making a pop-up book*	**Textiles** *Designing stuffed toys*	**Food** *What could be healthier?*	**Electrical systems** *Doodlers*	**Structures** *Bridges*	**Digital world** *Monitoring devices*
Year 6	**Mechanisms** *Automat toys*	**Structures** *Playground*	**Electrical systems** *Steady hand game*	**Textiles** *Waistcoats*	**Digital world** *Navigating the world*	**Food** *Come dine with me*