

DT 2 year rolling curriculum Overview

	Autumn	Spring	Summer
Cygnets REC			
	Woodwork	Junk Modelling	Sewing
Cygnets Year 1			
	Cooking and Nutrition: Fruit and Veg Learn to distinguish between fruit and vegetables and where they grow. Design a fruit and vegetable smoothie and accompanying packaging.	Mechanisms: Making a moving story Book Explore slider mechanisms and the movement they output, to design, make and evaluate a moving storybook from a range of templates.	Textiles: Puppets Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating. Story book character
Kingfisher			
Year A <u>2023/24</u>	Structures: Nativity in a box Explore stability and methods to strengthen structures. To use this knowledge to make and evaluate a nativity scene.	Food: Balanced Diet Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to understand a balanced diet to develop a healthy wrap.	Textiles: Pouches Learn how to sew a running stitch ready to design, make and decorate a pouch using a template.
Year B <u>2022/23</u>	Food: Balanced Diet Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to understand a balanced diet to develop a healthy wrap.	Textiles: Learning different stitches using binca.	Mechanisms: Making a moving Monster Explore levers, linkages and pivots through existing products and experimentation, use this research to construct and assemble a moving monster.
Kite			
Year A <u>2023/24</u>	Pneumatic Toys Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams.	Textiles: Cross stitch and applique – Learn and apply two new sewing techniques – cross-stitch and appliqué. Utilise these new skills to design and make a scene	Eating Seasonally Learn about various fruits and vegetables, and when, where and why they are grown in different seasons. Discover the relationship between colour and health benefits.
Year B <u>2022/23</u>	Food: Adapting a recipes Work in groups to adapt an existing biscuit recipe, whilst taking into account the cost of	Electrical systems: Torches Identify the difference between electrical and electronic products. Evaluate a range of existing torches and	Mechanical: Making a sling shot car Using a range of materials, design and make a car with a working slingshot mechanism

	the ingredients and other expenses against a set budget.	their features, then develop a new functional torch design.	and house the mechanism using a range of nets.
Harrier			
Year A <u>2025/6</u>	Cooking and nutrition: Come dine with me Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes. Explore each key ingredient's farm to fork process.	Textiles: Stuffed Toys Design a stuffed toy and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch.	Mechanical systems: pop up book Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms. or Automata Toys Develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements.
Year B <u>2026/7</u>	Food: What could be healthier? Discover the farm to fork process, understand the key welfare issues for rearing cattle. Compare the nutritional value of existing sauces and develop a healthier recipe.	Electrical: Steady hand games Or Textiles: Bags Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble and decorate a bag for a chosen purpose.	Structural: Bridges Test and analyse various types of bridge to determine their strength and stability. Explore material properties and sources, before marking, sawing and assembling a wooden truss bridge