



Design and Technology (DT) – Two Year Cycle

	Autumn	Spring	Summer
Year One Teddy	Textile- Christmas toys. Puppets	Construction (structures- stronger, stiffer and more stable) Homes	Cooking - Fruit kebabs
Year Two Teddy	Textile - bunting	Construction (levers and mechanisms) Moving Picture Easter Cards	Cooking - Sandwiches
Year One Panda	Textile – Christmas stockings	Scones - Easter tea party	Construction - cars slingshot Exploded diagrams and cross- sectional diagrams How individuals have shaped the world- Henry Ford
Year Two Panda	Textile – Christmas Fayre advent calendar	Biscuits - Easter biscuits	Kites – structures, inventors
Year One Koala	Cooking - soup	Computer controlled design - Crumble kits	Construction – cams, pulleys, gears
Year Two Koala	Construction - Electronic Christmas cards	Textiles - phone cases	Cooking - pizza

NB- Harvest festival can often cover a lot of the 'where does food come from objectives'

There should be at least one food topic per year and at least one textile and one construction over a two year period. The detailed planning ensures the objectives in that strand are covered whilst each child is in that class.

All 'Eatwell' information can be found here: <https://www.gov.uk/government/publications/the-eatwell-guide>

The DT curriculum is designed to equip our children with practical skills that they will be able to use throughout their lives. Textile work, cooking and construction skills are repeated and built upon on a yearly basis to ensure our children are confident in each of these areas. There is an emphasis on healthy eating and preparation in the food part of the curriculum. Where appropriate, topics are linked to other areas of the curriculum e.g. history.