

**QUALITY OF EDUCATION**  
**Design & Technology Curriculum Overview**  
**2023-2024**

**Design & Technology Curriculum Yearly Overview**

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>1</b>	<b>Food</b>		<b>Mechanisms, Textiles</b>		<b>Mechanisms, Structures</b>	
	Fruit and vegetables		Moving story book Puppets		Wheels and axles Constructing windmills	
<b>2</b>	<b>Food, Structures</b>		<b>Textiles</b>		<b>Mechanisms, Mechanisms</b>	
	A balanced diet Baby Bear's chair		Pouches		Moving monster Fairground wheel	
<b>3</b>	<b>Textiles, Digital World</b>		<b>Mechanisms, Food</b>		<b>Structures</b>	
	Cushions Electronic charm		Pneumatic toys Eating seasonally		Constructing a castle	
<b>4</b>	<b>Mechanisms</b>		<b>Electrical systems, Structures</b>		<b>Textiles, Food</b>	
	Making a slingshot car		Torches Pavilions		Fastenings Adapting a recipe	
<b>5</b>	<b>Mechanisms, Food</b>		<b>Electrical systems</b>		<b>Digital World, Structures</b>	
	Making a pop-up book What could be healthier?		Torches		Monitoring devices Bridges	
<b>6</b>	<b>Digital World, Electrical systems</b>		<b>Mechanisms</b>		<b>Food, Structures</b>	
	Navigating the world Steady hand game		Automated toys		Come dine with me Playgrounds	