



Design Technology– Curriculum Learning Journey

Journey

continues.....Year 6 pupils ready to access Design Technology in a secondary setting in year 7

Year 6

Autumn 2– Mechanisms (Automata Toys)
Spring 2–Food & Nutrition/ Structures (Playgrounds)
Summer 2– Textiles (Waistcoats)

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Year 5

Autumn 2–Mechanisms (Making a Pop Up Book)
Spring 2–Food & Nutrition/ Structures (Bridges)
Summer 2– Textiles (Stuffed Toys)

Year 4

Autumn 2– Mechanisms (Making a Slingshot Car)
Spring 2– Food & Nutrition/ Structures (Pavilions)
Summer 2– Textiles (Fastenings)

Year 3

Autumn 2–Mechanisms (Pneumatic Toys)
Spring 2– Food & Nutrition/ Structures (Castles)
Summer 2– Textiles (Egyptian Collars)

Year 2

Autumn 2– Mechanisms (Making a Moving Monster/ Fairground Wheel)
Spring 2– Food & Nutrition / Structures (Baby Bear's Chair)
Summer 2– Textiles (Pouches)

Summer 2–Textiles (Puppets)

Spring 2–Food & Nutrition / Structures (Constructing a Windmill)

Autumn 2–Mechanisms (Making a Moving Story-book)

Year 1

Summer 2–Structures– Make a Kite

Spring –Structures– Junk Modelling boat (Gingerbread Man)

Autumn 1–Cooking & Nutrition (Soup)

EYFS

Pupils will develop Design Technology knowledge and understanding in four key areas. The learning in each area is summarised below:-

- Mechanisms
- Food & Nutrition
- Structures
- Textiles

Journey starts at Lord Blyton Primary School