



Woodhouse Primary School Design Technology Curriculum Overview

Nursery	Building making and creating in areas of provision - Construction ID/OD - Creative area	Building making and creating in areas of provision - Construction ID/OD - Creative area	Building making and creating in areas of provision - Construction ID/OD - Creative area	Building making and creating in areas of provision - Construction ID/OD - Creative area	Building making and creating in areas of provision - Construction ID/OD - Creative area	Building making and creating in areas of provision - Construction ID/OD - Creative area
Reception	Making own plans and models in the making area, brick and small world area	Making own plans and models in the making area, brick and small world area Making penguins with moving parts	Making own plans and models in the making area, brick and small world area Baking independently	Making own plans and models in the making area, brick and small world area Fabric minibeasts or flowers. Baking independently	Making own plans and models in the making area, brick and small world area Creating boats to float and test linked to UW	Making own plans and models in the making area, brick and small world area Working together on castle building
Year One	Structures: Freestanding structures Product: Playground equipment		Food: Preparing fruit and vegetables Product: Fruit kebab		Mechanisms: Wheels and axels (linked to Science work on space) Product: Moon Buggy	
Year Two	Mechanisms: Sliders and Levers (Storybook based on Traditional Tales work) Product: Moving part book		Textiles: Templates and joining techniques Product: Hand puppet		Food: Preparing vegetables using home grown potatoes Product: Root Salad	
Year Three	Mechanical Systems: Levers and linages Product: Christmas card		Food: Healthy and varied diet (linked to science) Product: Pitta Pockets		Structures: Shell structures (linked to shape and Romans) Product: Hut/House	
Year Four	Electrical Systems: Simple Circuits and switches (linked to science) Product: Torch		Mechanical Systems: Pneumatics, Moving creature (linked to Ancient Egypt) Product: Moving monster/mummy		Textiles: 2D to 3D product Product: Tablet/phone case	
Year Five	Mechanical Systems: Cams Product: Moving toy, which rotates using cam driven components		Textiles: Combining different fabric shapes Product: Insulating lunch bag		Structures: Frame structures Product: Tent	
Year Six	Textiles: Combing different fabric shapes Product: Slippers		Electrical Systems: More complex circuits and switches Product: Motorised car		Food: Celebrating culture and seasonality Product: Pizza	