



Due to split year group classes, we teach our curriculum on a 2-year rolling programme. Design and Technology is usually alternated with Art and Design, so that both subjects are covered within a whole term. Where possible, links are made with the current creative curriculum topic. For this reason, it is up to phase leaders to place the Design Technology unit where they see relevant, within the allocated term

'Cooking and Nutrition' is a separate part of the Design and Technology curriculum, linked with PHSE and Science. It is therefore, taught every year.

YEAR ONE: 2016 – 2017

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	What makes Britain so Great		Explorers		Time Detectives	
KS1	Where do we live?	Great Fire of London: Structures (Freestanding structures)	Frozen Worlds/ We are going on Safari: Mechanisms (Axles and wheels)		Victorians: Cooking and Nutrition	
Lower KS2	Stone/Iron Age: Structures (Shell structures)		Egyptians: Cooking and Nutrition		Dangerous World: Electrical Systems (Simple circuits and switches inc programming and control)	
Upper KS2	Investigating the USA: Structures (Frame structures)		Invaders and Settlers: Vikings and Saxons Textiles (combining different fabric shapes (including computer aided design))		Mysterious Mayans: Cooking and Nutrition	

YEAR TWO: 2017 – 2018

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	What makes Britain so Great		Explorers		Time Detectives	
KS1	Out of This World Cooking and Nutrition (Linked to space food)		The Rainforest: Mechanisms (Sliders and leavers)		Castles, Kings and Queens: Textiles (Templates and joining techniques)	
Lower KS2	The Tudors Cooking and Nutrition (Seasonality)		Location Study: China Textiles (2D shape to 3D product) Creating Chinese sandals from material printed in art sessions		The Roman Empire: Mechanical Systems (Levers and linkages)	
Upper KS2	Local Study: Portsmouth in WW2 Cooking and Nutrition (Rationing and Seasonality)		Location Study: Texas	(Our Great Britain) Linked to Science: Electricity Electrical Systems (Complex switches and circuits (inc programming, monitoring and control))	Ancient Greeks Mechanical Systems (Pulleys)	