



Design and Technology Curriculum Overview 2025-2026

	Autumn 2	Spring 2	Summer 2
EYFS	Design and Technology knowledge and skills are taught primarily through the focus area <i>Expressive Arts and Design</i> , while also being developed through <i>Physical Development</i> (using tools and developing fine motor skills), <i>Mathematics</i> (shape, space, measure and problem-solving), and <i>Understanding the World</i> (exploring materials, structures and how things work). Children are encouraged to design, make, test and improve their ideas through purposeful play and exploration. A further breakdown of learning can be found on the EYFS curriculum and whole school progression of skills.		
Year 1	Structures Stable Structures	Textiles Simple Stitches	Cooking and Nutrition Smoothies
Year 2	Structures Baby bear's chair	Mechanisms Fairground Wheel	Mechanisms Making a moving monster
Year 3	Digital World Wearable Technology	Structures Product packaging	Cooking and Nutrition Eating Seasonally
Year 4	Textiles Fastenings	Mechanical Systems Mechanical Cars	Electrical Systems Torches
Year 5	Electrical Systems Wobble Bots	Mechanical Systems Gears and Pulleys	Cooking and Nutrition Developing a recipe
Year 6	Textiles Bags	Structures Playgrounds	Digital World Navigating the World