

Curriculum Overview: Design and Technology



In Design and Technology, children develop their skills in the key areas of Cooking and Nutrition Mechanical systems, Electrical Systems, Structure and Textiles. Evaluation is also an integral part of the design process and allows children to adapt and improve their product, this is a key skill which can be applied throughout their lives.

Reception			
Cooking and Nutrition	Mechanical systems	Structures	
Bread	Making a Flower Press	Creating egg protectors	
Soup			
Smoothie			
Use scales to measure	Use a hand drill	Use a range of small tools such a scissors	
Locate recipes	Names of different materials	Explore a range of materials	
Use a range of cooking utensils			



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Year 1			
Cooking and Nutrition	Mechanical systems	Structures	
PASTA SAUCE! Horne Grown Grown Auto- Sauce			
Pasta sauce with seasonal ingredients	Creating a moving picture	Making a windmill	
Making a salad			
Healthy food choices and seasonal foods	Using Levers	Building structures and exploring how they can be made stronger	
Hygienic food preparation	Using Sliders		
Cutting skills		Understand that structures have different purposes	



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Year 2				
Cooking and Nutrition	Mechanical systems	Textiles		
		Dag spi		
Healthy wrap	Moving Vehicle	Small fabric pouches		
Vegetable Frittata				
Slicing food safely using the bridge or claw grip	Using wheels Rotating axles	How to use a needle and thread to sew a basic running stitch		
Healthy food choices	Frame needs to be balanced	Tying a knot after the last stitch		