



## Curriculum Map for Design and Technology

Updated January 2026

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Autumn Term</b>	DT is used as an integral part of each area of learning. This is done through:  Junk modelling, Woodwork. Cooking, Designing and making	<b>Mechanisms</b>  New: Wheels and Axles	<b>Mechanisms</b>  Fairground Wheels	<b>Cooking and Nutrition</b>  Eating Seasonally	<b>Cooking and Nutrition</b>  Adapting a recipe	<b>Structures</b>  Bridges	<b>Structures</b>  Playgrounds
<b>Spring Term</b>		<b>Textiles</b>  Puppets	<b>Structures</b>  A Chair for Bear	<b>Digital World</b>  Wearable Technology	<b>Electrical Systems</b>  Torches	<b>Cooking and Nutrition</b>  Developing a recipe	<b>Electrical Systems</b>  Steady Hand Games
<b>Summer Term</b>		<b>Cooking and Nutrition</b>  Fruit and Vegetable Smoothie	<b>Cooking and Nutrition</b>  A balanced diet	<b>Textiles</b>  Cushions	<b>Mechanisms</b>  Mechanical Cars	<b>Textiles</b>  Stuffed Toys	<b>Cooking and Nutrition</b>  Come Dine with Me

We are following the Kapow D&T scheme.

Each unit is 4-6 lessons. All PPTs, sound files, lesson plans and resources can be found on the Kapow website. Please adapt as necessary.