

Design and Technology Curriculum Map 2026/2027

<u>Year groups</u>	<u>Autumn</u>	<u>Spring</u>	<u>Summer</u>
<u>Year 1</u>	Cooking and nutrition: Smoothies	Mechanisms: Matching slider game	Textiles: Simple stitches
<u>Year 1 -2</u>	Cooking and nutrition: Smoothies	Mechanisms: Matching slider game	Textiles: Simple stitches
<u>Year 2</u>	Structures: A chair for a bear (adapt for Castles)	Mechanisms: Making a moving monster	Cooking and nutrition: Balanced diet (change wrap)
<u>Year 3</u>	Textiles: Egyptian collars	Structures: Product packaging	Cooking and nutrition: Eating Seasonally
<u>Year 3-4</u>	Textiles: Fastenings	Structures: Product packaging	Cooking and nutrition: adapting a recipe
<u>Year 4</u>	Textiles: Fastenings	Structures: Product packaging	Cooking and nutrition: adapting a recipe
<u>Year 5</u>	Cooking and nutrition: Developing a recipe	Textiles: Stuffed toys	Electrical Systems: Wobble bots
<u>Year 5-6</u>	Cooking and nutrition: Developing a recipe	Textiles: Bags	Structures: Playgrounds
<u>Year 6</u>	Cooking and nutrition: Developing a recipe	Textiles: Bags	Structures: Playgrounds