D.T.	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery & Reception	*Following EYFS curriculum standards.*					
Year 1	**Cooking and Nutrition:** **WE ARE SUPER CHEFS!** Pupils will plan and make a healthy pizza.			**Mechanisms**: **WE ARE ENGINEERS!** Pupils will design and make a book with moving parts.		**Textiles** **WE ARE TEXTILE DESIGNERS!** Pupils will design and make a William Morris inspired pair of curtains.
Year 2	**Construction:** **WE ARE ENGINEERS!** Pupils will make a new mode of transport for London.		**Use of Materials:** **WE ARE ENGINEERS!** Pupils will design and make a shelter for our forest school birds.		**Cooking and Nutrition:** **WE ARE SUPER CHEFS!:** Pupils will invent a new flavour of ice-cream for Ben and Jerry!	
Year 3		**Textiles:** **WE ARE TEXTILE DESIGNERS!** Design a woven blanket for a homeless person		**Construction**: **WE ARE ENGINEERS!** Pupils will design and make a structure to protect their growing seeds from birds and other creatures.		**Cooking and Nutrition:** **WE ARE SUPER CHEFS!** Pupils will modernise an Egyptian recipe for a party.
Year 4	**Construction:** **WE ARE ENGINEERS!** Pupils will design and make dreamcatchers.			**Use of Materials**: **WE ARE ENGINEERS!** Pupils will make siege weapons to fend off attack from the Meatheads!		**Mechanisms:** **WE ARE ENGINEERS!** Pupils will design and make a torch.
Year 5		**Textiles:** **WE ARE TEXTILE DESIGNERS!** Pupils will design and make a Christmas stocking to improve falling sales in the John Lewis Christmas department.		**Mechanisms:** **WE ARE ENGINEERS!** Pupils will design and build a Mars rover to replace NASA's Curiosity.		**Construction:** **WE ARE ENGINEERS!** Pupils will design and build playground equipment to fill a space at Danson Park.
Year 6		**Construction:** **WE ARE ENGINEERS!** Create a rainforest shelter		**Textiles:** **WE ARE TEXTILE DESIGNERS!** Pupils will 'make do and mend' - creating a present for a child in WW2.		**Cooking and nutrition:** **WE ARE SUPER CHEFS!** Pupils will use home-grown vegetables to create a soup for a patient with heart problems.

DT Progression of skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
WE ARE ENGINEERS! Construction	**N/A**	**Make a new mode of transport for London** • make sensible choices as to which material to use for their construction • develop their own ideas from initial starting points • incorporate some type of movement into models • consider how to improve their construction • exploring how models can be made stronger, stiffer and more stable	**N/A**	**N/A**	**Design and build playground equipment to fill a space at Danson Park** • refine and improve their product • persevere through different stages of the making process • use a range of techniques to shape and mould • take time to consider how they could have made their idea better • use finishing techniques	**Make a 3D (pop up) books for reception because there has been a flood and all of the books have been spoilt** • explain how their product met all design criteria • ensure that their work is precise and accurate • hide joints so as to improve the look of their product • work at their product even though their original idea might not have worked
WE ARE ENGINEERS! Use of Materials	**N/A**	**Design and make a shelter for our forest school birds** • make a structure/model using different materials • measure materials to use in a model or structure • join materials in different ways • use joining, folding or rolling to make materials stronger	**Design a structure to help protect their growing seeds from birds and other creatures** • select and use the most appropriate materials • work accurately to make cuts and holes • join materials • attempt to make their product strong • Work tidily	**Make siege weapons to fend off attack from the Meatheads!** • measurements are accurate enough to ensure that everything is precise • ensure that their product is strong and fit for purpose • justify why they selected specific materials • consider the use of the product when selecting materials	**N/A**	**N/A**

DT Progression of skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
WE ARE ENGINEERS! Mechanisms	**Design and make a page for a book with moving parts** • join materials together as part of a moving product • cut materials using scissors • describe the materials using different words • add some kind of design to their product • say why they have chosen moving parts, such as levers, sliders and wheels	N/A	N/A	**Design a torch** • add things to their circuits – bulbs buzzers, motors • alter their product after checking it • show confidence about trying out new and different ideas • use a simple circuit • understand and demonstrate how mechanical and electrical systems have an input and output process	**Using a motor and pulleys, design and build a Mars Rover to replace NASA's 'Curiosity'** • make a product which uses both electrical and mechanical components • incorporate a switch into their product • refine their product after testing it • incorporate levers and cams, hydraulics and pneumatics • select the most appropriate tools and techniques to use for a given task	N/A
WE ARE TEXTILE DESIGNERS! Textiles	**Design a fabric for Queen Victoria's curtains** • describe how different textiles feel • cut textiles • join textiles together to make something • explain why they chose a certain textile	N/A	**Design a blanket for a homeless person** • use textiles of different types in different ways • choose textiles both for their appearance and also qualities • measure textiles	**Make a dreamcatcher to stop the nightmares!** • explain how they made their product attractive and strong • devise a template • explain how to join things in a different way	**Design and make a Christmas stocking to improve falling sales in the John Lewis Christmas department** • consider what the end user would want when choosing textiles • make a prototype first • use a range of joining techniques • cut a range of materials with precision and accuracy • join textiles using a greater variety of stitches - backstitch, whip stitch, blanket stitch	**Use 'make do and mend' theme to design and make a present for a child in WW2** • consider how their product could be sold • give considered thought about what would improve their product even more • demonstrate how to measure, make a seam allowance, tape, pin, cut, shape and join fabric with precision to make a more complex product • begin to select and use different and appropriate finishing techniques to improve a product's appearance - hemming, tie-dye, fabric paints and digital graphics

DT Progression of skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
WE ARE CHEFS! Cooking and Nutrition	**Make a nutritious pizza!** • cut food safely • describe the texture of foods • wash their hands before handling food and make sure that surfaces are clean • think of interesting ways of decorating food they have made, such as cakes • explain where in the world different foods originate from • understand that all food comes from plants or animals	**Invent a new flavour of ice-cream for Ben and Jerry!** • describe the properties of the ingredients used • explain what it means to be hygienic • pupils are hygienic in the kitchen • understand that food has to be farmed, grown elsewhere (eg. at home) or caught • understand that everyone should eat at least five portions of fruit and vegetables every day and start to explain why	**Modernise an Egyptian recipe for a party** • choose the right ingredients for a product • use equipment safely • know what to do to be hygienic and safe • make sure that their product looks attractive • describe how their combined ingredients come together • start to independently follow a recipe	**N/A**	**N/A**	**design and make a soup for people with heart problems** • explain how they are being both hygienic and safe • set out to grow their own products with a view to making a salad, taking account of time required to grow different foods • explain that foods contain different substances, such as protein • independently follow a recipe • present their product well