

# United Curriculum: D&T and Food



	N3-4	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	<b>Marvellous Me &amp; Look at Me</b> Using scissors, glue, Sellotape and playdough. <b>Its Getting Cold Outside &amp; Bears</b> Den building, materials and properties. <b>Polar Express &amp; Special Days</b> Making biscuits and cakes, tasting hot chocolate.	<b>My Heroes</b> Hammering nails into vegetables, chopping vegetables and making soup. Constructing emergency vehicles and superhero dens.	<b>Food</b> <b>Eat a Rainbow</b> [Aut2] Preparing a colourful fruit kebab, fruit jelly pots, crudités and dips.	<b>Food</b> <b>Salads</b> [Aut2] Preparing healthy, balanced salads that include proteins.	<b>Food</b> <b>Sandwiches</b> [Aut1] Making sandwiches with a balance of proteins fats & carbohydrates.	<b>Food</b> <b>Soups</b> [Aut2] Cooking vegetables and grains and combining into healthy soups.	<b>Food</b> <b>Sauces</b> [Aut2] Building foundational cooking skills with a range of staple sauces.	<b>Food</b> <b>Savoury Snacks</b> [Aut1] Cooking and baking filled pastries and other balanced picnic snacks.
Spring	<b>On the Move &amp; Toys</b> Describing 3D shapes, making 3D models of vehicles and flying machines, exploring pushes and pulls. <b>On the Farm &amp; Food Glorious Food</b> Building structures from building blocks. Making salad and fruit salad, tasting fruit and vegetables, 5 a day.	<b>Spring in Our Step</b> Tasting raw and cooked vegetables. Making fruit salads, fruit kebabs or fruit smoothies.	<b>What is Design &amp; Technology</b> Introduction to design, materials and function of products. Designing and modelling playground equipment for an outdoor space.	<b>Wheels &amp; Axles</b> [Spr2] Introduction to wheels and axles. Vehicle Design Challenge – Design, prototype and test a vehicle model to travel the furthest.	<b>How we Make Things</b> Introduction to different manufacturing techniques. Making frame structures, chocolates and chocolate boxes.	<b>Cams, Pulleys &amp; Gears</b> Introduction and modelling of cam, pulley and gear mechanisms. The Action Aid Squashed Tomato Challenge - Design, prototype and test a pulley system.	<b>Sustainable Products</b> [Spr2] Analysing the sustainability of food packaging and developing textiles skills. Making a re-usable sandwich wrap or pouch.	<b>Upcycled Products</b> [Spr1] Consolidation unit to apply knowledge and develop skills. Designing and making "pop bottle products".
Summer	<b>Once Upon a Time 1 and 2</b> Making models using playdough and other materials. Constructing bridges. Making cakes and gingerbread biscuits. Sorting natural and human-made materials.	<b>Where We Live</b> Folding paper to make 2D shapes.	<b>Simple Machines</b> Introduction to mechanisms (sliders, levers and linkages). Making a simple linkages (levers) to prototype a grabber mechanism.	<b>Materials &amp; Textiles</b> Introduction to textiles and basic sewing techniques. Designing buttons and making a re-usable heat pack.	<b>Computer Aided Design &amp; Manufacture</b> [Sum1] Introduction to CAD/CAM through the context of assistive devices. Using CAD Software to design a zip pull.	<b>Lighting Up</b> [Sum2] Introduction to electronic systems. Using a Micro:bit to programme lights. Designing and making a miniature LED torch.	<b>Smart Schools</b> Introduction to electronic monitoring and control systems. Designing, prototyping and testing smart school models with automated systems.	<b>Renewable Energy</b> [Sum1] Consolidation unit to apply knowledge and develop skills. Designing and making functioning wind turbines to generate electricity.