King Athelstan Design Technology Curriculum

Design Technology at King Athelstan allows children to find a solution by making products by meeting the need of a person or group of people.

	Autumn	Spring	Summer
EYFS	**The EYFS curriculum and progression of skills is currently under review – coming soon!** _Click here to see EYFS Curriculum Documents on the website for more information._		
Year 1	Structures Creating favourite room (Designing, planning, creating, evaluating)	Structures Chinese lanterns (Knowledge, creating)	Textiles Animal finger puppets (Designing, planning, creating, evaluating)
	Food Fruit kebabs (Designing, planning, creating, evaluating)	Structures Bridges (Knowledge, creating)	
Year 2	Structures Making 'Out of Order Telephone Boxes' (Designing, planning, creating, evaluating)	Structures Tutor Houses (Designing, planning, creating, evaluating)	Structures Totem Poles (Designing, planning, creating, evaluating)
Year 3	Food Stone Age Stew (Knowledge (creating menu), planning, making, evaluating)	Textiles African Knowledge Food Baking bread (Knowledge, making) (Designing, planning, creating, evaluating)	Structures Recyclable robots (Designing, planning, creating, evaluating)
	Structures Redesigning Ug's invention (Designing, planning, peer evaluating)		
Year 4	Structures (wood work) Shaduf (Designing, planning, creating, evaluating)	Structures (wood work) Roman catapult (Designing, planning, creating, evaluating)	Mechanical systems Pop up story book (Designing, planning, creating, evaluating)
Year 5	Structures Viking Longboat (Designing, planning, creating, evaluating)	Food Greek Pancakes (Food tasting, exploring, making, food review)	Structures (wood work) Victorian mechanical toy (Designing, planning, creating, evaluating)
Year 6	Textiles Soft toys (Designing, planning, creating, evaluating)	Structures Design and making board games (Designing, planning, creating, evaluating)	Food Making WW2 biscuits (Knowledge, making)