



St. Michael in the Hamlet Primary School

Design and Technology Curriculum Overview 2025 - 2026

Year Group	Autumn 1/2	Spring 1/2	Summer 1/2
Reception	To manipulate and play with different materials and objects. To develop communication and language skills – importance of listening carefully, and using talk to describe, connect, explain and question – extending vocabulary to support this. To develop fine motor skills to enable children to control and manipulate materials and tools. To develop mark-making skills and confidence to plan and record their ideas. To explore the world around them and understand the effect of changing seasons on the natural world around them.		
	Explore a range of materials using talk to describe what they see, feel, hear, inc. identifying differences. To explore a variety of pop-up books and moving toys. Explore and create using a range of materials – rotate and manipulate objects/ shapes Use a range of materials & construction kits to build and create structures, inc. Houses for the 3 pigs, bridge for the 3 Billy Goats or the GBM, dens/ nests, etc. Explore and manipulate textiles and yarn – winding yarn around magic wands, etc. To have gone on a minibeast hunt and be able to identify different minibeasts Explore a range of food/ dishes – describe what it tastes, smells, feels like, e.g. gingerbread, porridge.	Identify similarities and differences in materials and objects. To use tools to shape and join materials, inc. scissors, glue, tape and hole punches. Explore and manipulate textiles and yarn – threading laces using boards, beads, card and leaves, weaving textiles and yarns, etc. To begin to use talk to explain how things work/ why they might happen, organise thinking/ activities, and help sort out problems. To explore how things work, e.g. toy vehicles/ bikes, etc. Use a range of materials & construction kits to build and create something that moves, e.g. car or helicopter using mobilo	To explore how to shape and join materials to create different 3D shapes and structures (including cylinders/ cubes/ flanges and flaps) e.g. shelter/ enclosure for a zoo animal Plan, create and review – using speech and mark-making to enable this. Plant seeds and care for growing plants. To begin to understand the need to respect and care for the natural world and living things. To create inventions to make the world a better place, e.g. wind-powered boat/ car. Explore (handle, smell and taste) a wide variety of fruit and vegetables. Talk about where different food comes from
Year 1	Fab Fruits and Amazing Vegetables Cooking and Nutrition cutting/grating/ peeling	Moving Mini-Beasts Mechanical Systems Pivots and Levers, Wheels	Stable Structures Structures characteristics of materials, Stability/ stronger/ stiffer
Year 2	Animal Puppets Textiles Overstitch, sewing on buttons	Vehicles A-go-go! Mechanical Systems Axle, Chassis, Wheel and Body	Perfect Pizzas Cooking and Nutrition Eatwell plate, cutting/ grating/ sieving/ mixing kneading
Year 3	Seasonal Foods Cooking and Nutrition seasonality, follow a recipe, slice/dice/beat/whisk/bake	Moving Storybooks Mechanical Systems linkages, pivot, rotate, lever, pop-ups, wheel	Marvellous Musical Instruments! Structures 3D shell structures

Year 4	Seasonal Stockings Textiles running stitch, decorative techniques to embellish	Light-Up Signs Programming & Electrical Systems circuits, bulbs, switches, LEDs	Mini-Greenhouses Structures stability vs shape/ base width, 3D net prototypes, use of triangulation
Year 5	Building Bridges Structures beams, pillars, truss, arch, suspension, cross-sectional diagrams	Fashion and Textiles Textiles back stitch, whip/blanket stitch, applique	Chinese Inventions Kites & Mechanical Systems transmissions, cranks
Year 6	Bird House Builders Structures exploded diagrams, CAD woodwork skills – measure, saw, sand and join	Burgers Cooking and Nutrition Nutritional labels, healthy ingredients, different cooking techniques, adapting recipes to reflect global cuisine, using herbs/spices & seasoning to adjust flavour	Programming Pioneers Programming & Electrical Systems Algorithms, system, program/ monitor/ control, prototype