



Curriculum Overview 2022-23
Design & Technology

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Y3			Food prep - cakes	Design kites	Food from different cultures	Sewing project
Y4		Mechanisms – design and make rudimentary farming tools		Making Stew – using local produce Shields - use in battle	Keeping food hot/cold in tropics/ Arctic Survival Day- Build shelter; create water filters	
Y5		Creating a trebuchet		Smoothie Fair – cutting, blending, designing, tasting	Dreamcatchers	
Y6		Creating a monster using research into mechanisms		Rationing – Designing Recipes based on WWII research		