



Curriculum Coverage

Design and Technology - Cycle A

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2	Matching slider games (Mechanisms)		Puppets (Textiles)		Smoothies (Cooking and Nutrition)	
Year 3/4	Digital world: Wearable technology		Structures: Product packaging			Cooking and nutrition: Eating seasonally
Year 5/6		Digital world: Monitoring devices		Mechanical systems: Gears and pulleys	Cooking and nutrition: Developing a recipe	