



Middlewich Primary School Curriculum Design and Technology



Our Design and Technology curriculum follows the guidelines and aims of Development Matters for EYFS and the National Curriculum in England for Key Stage 1 & Key Stage 2.

Curriculum Overview Key Stage 1 and Foundation Stage.

EYFS	Create a well with a retrievable bucket.	Create a den for an animal in our forest.	Make pies with different fillings.
year 1	Create a table and chairs looking at how to strengthen so they are fit for purpose.	Create a fabric cushion with decorative features.	
year 2	Make a pizza with a range of different toppings.	Structures- Design and create a functional model of a Tudor house.	Create a simple vehicle with functioning wheels and axles.

Curriculum Overview Key Stage 2

year 3	Create a vehicle with moving axle that is powered by a battery, motor and switch circuit.	Make an apple crumble using the apples grown at school with varying crumble toppings.	Make a variety of different breads – Loaves, chapattis, soda bread, flatbread.
year 4	Make a simple model Greek/Roman style building.	Make a moving toy using cams.	Make a fabric pouch e.g., purse or pencil case with a minim of three pieces and fastening.
year 5	Create an illuminated tower with a lift.		Make the components required to create a Mexican style meal.
year 6	Make a swing bridge using mechanical and electrical systems and controlling it through their understanding of computing.	Create a high-quality product to be sold for a profit at the school Christmas fair.	Create a nutritious and delicious meal using a range of cooking techniques.