

Design Technology Coverage Grid

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Textiles-Puppet sewing	Food Technology-fruit salad			Structures-Castles (optional)	Mechanisms- Bathing machine
Year 2			Moving boats	Food Technology-healthy eating	Structures- Tudor Houses	Rockets
Year 3		Mechanisms/electrical systems- The Iron man Structures-Bridges- construction kits Newspaper bridges			Food Technology-Healthy snacks	Mechanisms-Greek chariots
Year 4		Food Technology-A Roman Banquet (optional) Structures-Roman Villa	Structures- Making an erupting volcano	Food Technology-Mexican food (optional) Textiles- Gods Eyes and dream catchers	Mechanisms- Banū Mūsā brothers' Book of Ingenious Devices Pulleys, levers and cranks.	
Year 5	Textiles- weaving	Food Technology-Brazilian food	Mechanisms-mechanicals	Victorian bedroom with an electric light.		
Year 6	Structures- design and make a strong air raid shelter Food Technology-create a meal using rationed food.			Mechanisms-Making a shaduf using a pulley system		Create a vehicle to travel over a polar landscape using renewable and non-renewable power sources to power and light.