



Broadbent Fold Primary School and Nursery

D & T Overview 2025-2026

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	All year groups will look at opportunities for children to cook and apply principles of nutrition and healthy eating at various points throughout the year throughout themes.					
EYFS <small>(Two year rolling programme).</small>	Starting School/Autumn	The Gingerbread Man/Fabulous Festivals	Winter/Fairies, Elves and all Things Magical	Spring/Little Red Riding Hood	Growth and Change/Life Cycles/Minibeasts	Summer Holidays/Under the Sea
YEAR 1		History -Castles Structures – make their own model stronger.		Science -Fruit Tusks Food technology -use the basic principles of a healthy and varied diet to prepare dishes . Understand where food comes from and cut food safely.		History-Moving toys Mechanisms - use own ideas to make something. Make a product which moves. Choose appropriate resources and tools.
YEAR 2			Science -Pirate boat- will it sink or float? Structures - Explore stability and methods to strengthen structures.	Maths - Honey muffins Food technology - Weigh ingredients to use in a recipe • describe the ingredients used when making a dish or cake.	History -Puppets – Traditional fairy tales / Punch and Judy show. Textiles - Learn how to sew a running stitch ready to design, make and decorate a puppet.	History -Fairground Wheels Mechanisms - Design and create a functional Ferris wheel, learn how different components fit together so that the wheel rotates and the structure stands freely.
YEAR 3			Geography - Earthquake building Structures	English - Design a crane to rescue the Iron Man. Mechanisms – learn about pulleys. Use mechanical components – pulley in designs. &		Science - Design a healthy Mediterranean meal. Food technology - Describe how food ingredients come together weigh out ingredients and follow a given recipe to create a



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				Science - Legostem workshop – computing link.		dish talk about which food is healthy and which food is not.
YEAR 4	History - Create a class Mosaic which is accurate and depicts a Roman scene out of clay. Measure, mark out, cut and shape materials with some accuracy.		Science - Making a lighthouse Use simple electrical components to make a functional product.	History - Create a healthy eating meal - Tudor Veg soup. Food technology - Chopping, slicing, peeling, mixing.		History -Make an Egyptian Shudoof. Know which tools to use for a particular task and show knowledge of handling the tools. Know which material is likely to give the best outcome. Measure accurately.
YEAR 5	Science - Space Buggies To design, make and evaluate a space buggy to explore the surface of – and collect samples from – Mars, to establish whether it is a suitable location to build a new colony for human life.		Geography - Make a Soft Toy based on an endangered animal. Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or group			Geography -Make a South American recipe. Food Technology - Use a range of techniques such as peeling, chopping and slicing and know that recipes can be adapted to change the appearance, taste, texture and aroma.
YEAR 6		History -Make a board game. Make a product applying their knowledge of computing.	History - Make a pop-up adventure book about the Vikings Mechanical systems- explore levers, spacers, sliders, layers. Design and create a pop-up book using different components	Computing- design a pencil pot using modelling software. Use 3D modelling software.		Develop a three-course meal. Food Technology – use a range of cooking techniques and explore how food is sourced. (to be adapted where necessary)