

D&T Coverage Map



Year 1	Splendid Skies	Dinosaur Planet	Rio de Vida	The Enchanted Woodland	Paws, Claws and Whiskers	Memory Box	Superheroes	Bright Lights, Big City	Moon Zoom!
	Discrete	Designing and making	Carnival instruments; Flag making; Recipes	Building structures; Making party food	Designing labels; Designing and making animal enclosures	Making picnic foods; Celebration cards; Making a memory box	Superfoods; Mask-making	Exploring mechanisms; Constructing moving models; Understanding where food comes from; Design and make souvenirs; Models of London landmarks	Design and make space-themed vehicles; Evaluating toys; Using mechanisms
Year 2	The Scented Garden	Bounce	Land Ahoy!	Street Detectives	Towers, Tunnels and Turrets	Beat Band Boogie!	Beachcombers	Wriggle and Crawl	Muck, Mess and Mixtures
	Making fragrant products	Materials and mechanisms	Mechanisms; Structures	Selecting tools and materials; Baking; Sign making; Designing buildings	Making models of towers, bridges and tunnels	Making percussion instruments	Finger puppets	Origins of food; Selecting natural materials	Food tasting; Origins of food; Healthy meals; Following recipes; Designing an outdoor kitchen
Year 3	Scrumdiddlyumptious!	Mighty Metals	Flow	Gods and Mortals	Tremors	Urban Pioneers	Heroes and Villains	Tribal Tales	Predator!
	Cooking and nutrition	Product evaluation; Using research to inform design; Selecting materials; Making vehicles; Building an Iron Man; Using electrical circuits	Mechanical systems; Structures	Moving parts; Model making	Structures	Discrete	Puppet making; Flip books	Tool design and making; Building structures	Selecting and using materials (collage and textiles)
Year 4	Potions	Playlist	I am Warrior!	Misty Mountain Sierra	Burps, Bottoms and Bile	1066	Traders and Raiders	Road Trip USA!	Blue Abyss
	Product development	Making instruments	Shields and helmets; Roman food; Roman design	Discrete	Healthy foods; Textiles; Working models	Making Norman helmets; Designing drawbridges and castles; Making a Domesday book	Jewellery and weapon making; Models of Anglo-Saxon homes; Clay rune stones	Preparing US dishes; Model making; Totem pole design	Submarine design; Working models
Year 5	Peasants, Princes & Pestilence	Beast Creator	Stargazers	Time Traveller	Off with Her Head!	Alchemy Island	Allotment	Pharaohs	Scream Machine
	Sketch books; Printmaking; Historical recipes	Model making	Selecting materials; Design research; Structures; Evaluation	Selecting materials	Discrete	Electrical circuits; Designing a board game	Cooking and nutrition; Making planters; Making structures for growing plants	Clay water carriers; Egyptian food; Model tombs and pyramids	Ride design; Programming models; Mechanical systems; Working models; Evaluation; Food
Year 6	Gallery Rebels	Frozen Kingdom	A Child's War	ID	Blood Heart	Tomorrow's World	Darwin's Delights	Hola Mexico!	Revolution
	Selecting and using tools and materials	Building an igloo	Following recipes; Building structures	Using tools; Design; Fashion and clothing	Selecting tools and equipment; Healthy recipes; Product packaging; Working models	Key individuals in design and technology; Assistive technologies; Programming, monitoring and controlling products; Website header design; Product design	Discrete	Food of Mexico; Evaluating and making instruments	Victorian homecraft; Model buildings