



Design & Technology Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years	Using construction materials Emergency vehicles	Joining materials together: building castles, using tools including scissors.	Building a constellation	Design & build a giant dinosaur	Wood work skills Designing & building a minibeast hotel	Planning a trip: Designing props
Year 1	<b>Shade and Shelter</b> Materials appropriate for certain jobs. <b>Final project:</b> Designing a shelter.		<b>Taxi!</b> Moving vehicles: axels and chassis. <b>Final project:</b> Design a moving vehicle		<b>Chop, slice and mash</b> Where does food come from? Sources of food: preparatory skills of peeling, tearing, slicing, etc. <b>Final project:</b> Design and make a supermarket sandwich.	
Year 2	<b>Remarkable Recipes</b> Sources of food & tools used for its preparation. Cooked & non-cooked foods. Following a simple recipe. <b>Final project:</b> Designing a new school meal that fulfils specific design criteria.		<b>Beach Hut</b> Making and strengthening structures, including different ways of joining materials <b>Final project: Making a model beach hut</b>		<b>Cut, Stitch &amp; Join</b> Developing understanding of textiles; running stitch <b>Final project: TBC</b>	<b>Push &amp; Pull</b> Sliders, leavers and linkages in products <b>Final project: TBC</b>
Year 3	<b>Cook Well, Eat Well</b> Food groups Methods of cooking and cooking appliances, Hygiene rules <b>Final project:</b> Designing & making taco fillings		<b>Making it Move</b> Understanding of mechanisms Exploring cams <b>Final project:</b> Using joining and finishing techniques to make automaton toys		<b>Greenhouse</b> Structures, and how strength can be built with braces and triangles. <b>Final project:</b> Designing and building	
Year 4	<b>Fresh Food, Good Food</b> Food decay Innovations in food preservation Packaging <b>Final project:</b> Prepare, package and evaluate a healthy snack		<b>Functional and Fancy Fabrics</b> Exploring textiles Learning about the work of William Morris <b>Final project:</b> Designing, embellishing and finishing a fabric sample		<b>Tomb Builders</b> Mechanisms <b>Final project:</b> Create a lifting or moving device prototype.	