

Design & Technology Curriculum Map

Year	Autumn	Spring	Summer	
*Reception	Structure: Junk modelling Pupils explore various junk modelling ideas by learning about different types of permanent and temporary joins. They are encouraged to tinker with a combination of materials and joining techniques in the junk modelling area.	Textiles: Bookmarks Develop and practise threading and weaving techniques using various materials and objects. They look at the history of the bookmark from Victorian times versus modern-day styles. The pupils apply their knowledge and skills to design and sew their own bookmarks.	Structure: Boats Explore what is meant by waterproof, floating and sinking, then experiment and make predictions with various materials to carry out a series of tests. Learn about the different features of boats and ships before investigating their shape and structures to build their own.	
Year 1	Structure: Pencil Pot Explore how structures can be made more stable with a wide base and extra weight added to the base, design and make a pot.	Mechanisms: Slider game Explore slider mechanisms, design, create and evaluate a moving game	Textiles: Puppets Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating.	Cooking and nutrition Smoothies: Cut and juice fruits and vegetables to create a smoothie that meets a design brief.
Year 2	Mechanisms: Moving monster Explore levers, linkages and pivots through existing products and experimentations, to construct and assemble a moving monster	Structures: Chair for a bear Explore how to strengthen materials to make a strong chair for bear	Textiles: Pouches Learn how to sew a running stitch ready to design, make and decorate a pouch using a template.	Cooking and nutrition: Balanced diet: Tasty Wrap Learn about the importance of a balanced diet and use that knowledge to create a tasty wrap.
Year 3	Textiles: Egyptian collars Learn two new skills: cross-stitch and appliqué and apply their knowledge to the design, decoration and assembly of their very own Egyptian Usekh /Wesekh collars to represent their unique personalities.	Cooking and nutrition: Eating seasonally: Seasonal Tart Learning about seasonal foods and creating a seasonal food tart, this unit provides new lessons with teacher and pupil videos to develop the children's food preparation skills.	Mechanical systems: Pneumatic toys Explore pneumatic systems and apply understanding to design and create a pneumatic toy using different types of diagrams.	
Year 4	Structures: Helmets	Electrical systems: Torches	Cooking and nutrition: Adapting a recipe	Textiles: Fastenings

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	Exploring shell structures, the children investigate how they are strengthened to protect or contain, then apply this knowledge to design and construct their own helmets.	Identify the difference between electrical and electronic products. Evaluate a range of existing torches and their features, then develop a new functional torch design.	Adapt an existing biscuit recipe while considering the cost of ingredients and other expenses against a set budget.	Analyse and evaluate a range of existing fastenings, then devise a list of design criteria to design, generate templates and make a fabric book sleeve.
Year 5	Cooking and nutrition: Developing a bolognese recipe Learn a simple Bolognese recipe and adapt it to improve nutritional content	Electrical systems: Doodlers Explore series circuits and introduce motors, and investigate an existing motorised product, problem-solve and understand its construction before developing their own.	Structure: Bridges Test and analyse different bridges to determine their strength and stability. Explore material properties and sources, before marking, sawing and assembling a wooden truss bridge	
Year 6	Electrical systems: Steady hand game Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard.	Mechanical systems: Automata toys Develop a functional automata window display, interpret exploded diagrams and make design choices that impact the final product.	Structures: Playgrounds Research existing playground equipment and their different forms, before designing and developing a range of apparatus to meet a list of specified design criteria.	Cooking and nutrition: Come Dine with Me: Three-course meal Select three recipes to create a three-course meal, and explore basic tastes and complementary flavours.