



DESIGN TECHNOLOGY CURRICULUM MAP

Year	Autumn 2	Spring 2	Summer 2
Nursery	Cooking, Construction and exploration of malleable materials		
Reception	All about Me/All Around the World Exploring construction and malleable materials (transition) Fruit Kebabs (Handa's Surprise) Making kites (Granny went to Market) Designing masks (Granny went to Market)	Once upon a Time/Growing Cooking Gingerbread Man Making sandwiches for Red Riding Hood's Granny Making Chinese New Year puppets Designing bridges (Three Billy Goats Gruff)	Fantastic Beasts/Space Designing rockets
Year 1	Structures 'Windssocks'- Explore materials and joining techniques to design, create & evaluate a wind sock	Food Technology 'Eating more Fruit and Vegetables'- Explore healthy foods, cutting, peeling and grating to design, prepare and evaluate dishes	Mechanisms 'Moving Pictures'- Explore sliders, levers, pivots and wheels to design, create and evaluate moving characters
Year 2	Mechanisms 'Fire Engines'- Explore wheels, axles and chassis to design, make and evaluate a vehicle	Textiles 'Puppets'- Explore fabrics and learn basic sewing skills including as running stitch and over stitch, to design, make and evaluate glove puppets	Food Technology 'Teddy Bears' Picnic'- Explore different foods and where they come from, to design, prepare and evaluate nutritious picnic dishes
Year 3	Food Technology 'Sandwich Snacks'- Explore different food groups to be able to design and make a healthy, balanced sandwich	Electrical 'Lighting It up'- Explore the purpose and design of different lights to design and create own lights using series circuits and switches	Structures 'Mini Greenhouse'- Explore green houses to be able to design and create a strong, stable structure fit for purpose
Year 4	Textiles 'Seasonal Stockings'- Develop sewing and joining techniques including a hidden knot, back stitch and zigzag stitch to design and create a stocking	Mechanisms 'Moving Monsters'- Explore pneumatic systems to be able to design and create a monster with moving parts	Electrical 'Alarms'- Explore different alarm systems and switches to design and create an alarm system for a purpose
Year 5	Food Technology 'Bread'- Explore a range of breads and develop understanding of how ingredients can be altered and mixed to create different effects.	Inventions 'Chinese Inventions'- Explore the innovative culture of ancient China, discovering inventions that have helped shape the world and create own design criteria to design and build a kite.	Structures and Mechanisms 'Moving Toys'- Explore toys with moving cam mechanisms to be able to design and make a well structured moving toy
Year 6	Food Technology 'Great British Dishes'- Explore national dishes of the UK, how ingredients are grown, reared, caught and processed, and how they have been influenced by other countries	Electrical 'Fairground Rides'- Investigate how fairground rides move and electrical motors work to design and create a ride with rotating parts	