

Stanley Primary School Design Technology Curriculum Map

	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
Reception	<u>Structure/construction</u> Junk modelling Join materials select materials Construction sets			<u>How can we build worlds?</u> Cardboard creations Prop making for toys Plan, make, decorate and evaluate	<u>Cooking and Nutrition</u> <u>Introduction to cooking</u>	<u>Structure/construction</u> Junk modelling Join materials select materials Construction sets
Year 1		<u>Mechanics</u> levers and sliders		<u>Structure</u> -join and decorate using card, glue and paper fasteners - know how to make a structure more stable		<u>Food</u> Make a healthy breakfast CAD - Sketches software to design a smoothie label/bookmark
Year 2		<u>Textiles</u> Make a Christmas decoration		<u>Food</u> Party Food Spring Rolls.	<u>Mechanics</u> Make a moving vehicle with wheels and axles.	
Year 3	<u>Mechanisms</u> Levers and Linkages				<u>Cooking and Nutrition</u> Bread making	<u>Structures</u> Shell/frame, strengthening. Catapults
Year 4		<u>Electrical Systems</u> Grinch House/night light Practical Application of Crumble using lights and sensors		<u>Textiles</u> Viking Purses		<u>Food</u> Making a healthy sandwich Make a structure using a net – sandwich box
Year 5	<u>Food</u> Make a salad			Moving Carousel Project Make a structure for a carousel and use crumble to programme movement of the carousel with gears and pulleys.		
Year 6		<u>Cooking and Nutrition</u> Food to go Composite Meal			3D Modelling TinkerCAD ICT unit link	<u>Complex Electrical System</u> Controlling a device - Microbit