Stanley Primary School Design Technology Curriculum Map

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