

DT CURRICULUM MAP

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Textiles Puppets – design and make a puppet to retell a familiar story.		Cooking Designing dishes using locally sourced ingredients (cold dish) Fruit and vegetable smoothie and accompanying packaging. Difference between fruit and vegetables • Healthy eating links		Mechanisms – Wheels and axles Land yacht – linked to Humanities topic, What is it like to live by the coast?	
Year 2	Cooking Healthy packed lunch (cold dish, combining ingredients) Introducing food groups • Healthy eating links		Mechanisms – Pivots, levers, linkages Making a moving dragon Corrugated card/plastic		Structures Photo frames Lollipop sticks, joining techniques	
Year 3	Cooking Designing and cooking an Iron Age dish using traditional ingredients and methods (hot dish -simple cooked tart, with pre-prepared base) Seasonality, climate impacting on food growth • Healthy eating links		Mechanisms – pneumatics To design, make and evaluate a model dragon with a moving part operated by a pneumatic mechanism.		Textiles Cross stitch and applique - building knowledge of sewing skills. River themed cushion covers, with design stitched on, NOT glued.	
Year 4	Structures - Levers and frame structures Applying knowledge of Egyptian irrigation methods to build working models of a Shaduf.		Electrical components Electric poster – Information Design Knowledge of Anglo Saxons to create an electric poster display for use in a museum.		Cooking Using the knowledge of local farming to design a bread that uses locally sourced ingredients, to share with family and friends. (hot) Adapting a basic recipe to make a baked product. • Healthy eating links	
Year 5	Cooking Design and make modern Mexican street food, which includes cooked elements.(hot dish – fry/grill Unit takes into account availability of products in Mexico and speed of production. Healthy eating links		Computer Aided Design Application of knowledge of Ancient Greek architecture to design Ancient Greek house fit for a noble.		Frame Structures and material selection Design a working model of a Viking Longship capable of floating with a given load.	

Year 6	Mechanisms - Cams and frame structures Using knowledge of typical Victorian toys to design a cam-based moving toy suitable for a child of the era.	Textiles Knowledge of the 'Make do and mend' wartime ethos is applied to create thrifty gifts – stuffed toy.	Digital Control Knowledge of digital circuitry and design is applied to programme 'Crumble' vehicles and lights
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