



DESIGN AND TECHNOLOGY CURRICULUM MAP

	Phase 1/2		Phase 3/4		Phase 5/6	
	Cycle A	Cycle B	Cycle A	Cycle B	Cycle A	Cycle B
Autumn	<p><u>Mechanisms – Creating a Monster</u></p> <p>Children will understand and create linkage systems, exploring different design options and evaluating them.</p>	<p><u>Healthy Eating - Food/Fruit and Veg</u></p> <p>Children will know where do fruits and vegetables come from. Children will use fruits and vegetables to make a smoothie.</p>	<p><u>Textiles – Making a fastening</u></p> <p>Children will know different types of fastening. They will design a product to meet a specific criterion. They will test and evaluate their product.</p>	<p><u>Electrical Systems – Torches</u></p> <p>Electrical systems – the children will evaluate different torches and then design and evaluate a torch using design criterion.</p>	<p><u>Textiles – Creating a Stuffed Toy</u></p> <p>Children will know how to sew a blanket stitch, design and assemble their won stuffed toy. Children will be able to create and add decorations to fabric.</p>	<p><u>Healthy Eating – What Could be Healthier?</u></p> <p>Children will know where food comes from and the term 'healthy'. They will adapt a traditional recipe to make a product.</p>
Spring	<p><u>Structures – Designing a chair</u></p> <p>Children will explore the features of structures and the stability of different shapes. They will make a structure according to a design criterion.</p>	<p><u>Structures – Making a Windmill</u></p> <p>Children will know how to make simple structures; children will design, build and evaluate a windmill.</p>	<p><u>Structures – Constructing a Castle</u></p> <p>Children will know the features of a castle. They will know how to construct 3D nets and design and build their own castle.</p>	<p><u>Healthy Eating – Eating Seasonally</u></p> <p>Children will know how climate affects food growth. They will create and then follow a recipe using seasonal vegetables.</p>	<p><u>Mechanical Systems- Making a Slingshot car</u></p> <p>Children will be able to design a shape that reduces air resistance. They will design and build a car chassis.</p>	<p><u>Structures – Playground</u></p> <p>Children can build a range of structures, improve and add detail to structures and consider the surrounding environment of their structures.</p>
Summer	<p><u>Textiles – Creating a pouch</u></p> <p>Introducing textiles. Children will know how to; sew a running stitch, join fabric using a running stitch, making a pouch, which they will decorate.</p>	<p><u>Mechanisms – Wheels and Axels</u></p> <p>Children will know how wheels move and identify what stops a wheel from turning. They will design and make a moving vehicle.</p>	<p><u>Static Electricity & Pneumatics</u></p> <p>Children will know what a pneumatic system is and how to design, create and evaluate their own.</p>	<p><u>Structures – Pavilions</u></p> <p>Children will develop their understanding of creating simple structures to create a strong, aesthetically pleasing structure.</p>	<p><u>Structures – Making a Bridge</u></p> <p>Children will know how to reinforce a beam. They will design, build and evaluate the structure they have created.</p>	<p><u>Electrical Systems – Steady Hand Game</u></p> <p>After researching a range of children's toys, children will design and make a steady hand game, incorporating an electrical circuit.</p>