

Design and Technology Curriculum Map - Key Stage 1 and 2						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1 DT		<b>Textiles: Puppets</b> - Children will learn how to join fabrics and design and make a puppet		<b>Cooking and Nutrien: Fruit and Vegetables</b> -To identify if a food is a fruit or a vegetable and to identify where plants grow and which parts we eat. Taste and compare fruit and vegetables and make a fruit and vegetable smoothie.		<b>Structures: Consstrucing a windmill</b> - Children to design, assemble, test and evaluate a windmill structure.
Y2 DT		Design and Technology Structures: Baby Bears's Chair. Explore the suitability of different shapes. Understand the shape of the structure affects its strength. Design, make and evaluate Baby Bear's Chair.		Design and Technology Food- A balanced diet. To know what makes a balanced diet. Taste test food combinations. Design and make a healthy sandwich. Evaluate your work.		Design Technology Mechanisms, making a moving monster. Look at pivots, levers, and linkages and understand how objects move. Design and make a moving monster.
Y3 DT		<b>Cooking and Nutrician: Eating Seasonally</b> Discovering when and where fruits and vegetables are grown. Learning about seasonality in the UK and the relationship between the colour of fruits and vegetables and their health benefits by making three dishes.	<b>Digital World Electronic Charm</b> Designing, coding, making and promoting a Micro:bit electronic charm to use in low-light conditions. Children develop their understanding of programming to monitor and control their products		<b>Textiles:Cross-Stitch and applique.</b> Learn and apply two new sewing techniques.	
Y4 DT		<b>Structure: Pavilions:</b> Explore/Design/Build/Cladding		<b>Mechanical Systems: Slingshot Car:</b> Chassis/Design/Make/Assemble/ Test		<b>Electrical Systems: Torches:</b> Electrical products/Evaluating/Design/ Assembly
Y5 DT	<b>Electrical systems:</b> Motors. Investigate and improve a product. Develop a DIY kit.		<b>Mechanical systems:</b> Design and make a pop-up book.		<b>Cooking and nutrition:</b> Healthy food. Adapt a recipe.	
Y6 DT		<b>Textiles:</b> design, prepare fabric, assemble, decorate		<b>Structures:</b> design playground, build, perfect, create landscape		<b>Digital World:</b> navigating the world, programming, develop product concept, 3D CAD models

