<u>Design & Technology - Curriculum Map – Cycle A</u>

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS						
Year 1 and 2	Shade & Shelter		Taxi		Chop Slice & Mash	
Year 3 and 4	Moving Mechanisms		Eat the Seasons		Architecture	
Year 4 and 5	Moving Mechanisms		Eat the Seasons		Architecture	
Year 6		Food for Life		Engineers		Make Do & Mend

Design and Technology

<u>Design and Technology - Year One</u>

	Head	Hands
Textiles: Shade and	Design, Make and Evaluate:	Can they describe how different textiles feel?
Shelter	 Can they think of some ideas of their own? (2, 3, 4) 	2. Can they make a product from textiles by gluing?
	 Can they explain what they want to do? (2, 3, 4, 5) Can they explain what they are making? (1, 3, 4, 5) 	3. To begin to shape, assemble and join and combine materials in a variety of ways.
Construction: Taxi	 Can they use pictures and words to plan? (1, 3) Can they explain which tools are they using? (2, 3, 6) 	To begin simple levers and sliding mechanisms to create movement.
Food: Chop, slice and	 Can they describe how something works? (4, 5) Can they talk about their own work and things that other people have 	To make a model and talk about how it is useful for someone.
Mash	done? (1, 2, 4, 5)	6. Know different grips needed for cutting, stirring etc
	 Can they talk with others about how they want to construct their product? (1, 2, 3, 4, 5, 7) 	 Learn the importance of hygiene when handling food - washing hands, hair tied back, wearing an apron.

- Do they show an age appropriate desire to extend their own learning and find out more?
- Do they actively share what they have found with others?
- Do they show enthusiasm and commitment to the topic?

Design and Technology – Year Two

Design, Make and Evaluate: • Can write about who my products are for and explain why they will be	Can join 2D and 3D materials effectively in different ways
	2. Can use PVA, sticky tape, masking tape etcto join materials
useful, giving clear examples (4)	3. Use scissors to cut straight lines, corners and curves.
• Can discuss the improvements needed for my work (4)	4. Can use reclaimed materials and construction materials
can alseass the improvements needed for my work (4)	5. Can use scales with help
• Can recognise the necessity of following an order in a recipe (5, 6)	6. Can measure liquids with help
Beginning to learn about a healthy diet (5, 6)	
• Can describe the characteristics of the materials chosen (1, 2, 4)	
 Can write about who products are for and explain why they will be useful, giving clear examples (4) 	
Can discuss the improvements needed for the work (1, 2, 4)	
• Can recount the design and make process with lively detail (1, 2, 4)	
	 Beginning to learn about a healthy diet (5, 6) Can describe the characteristics of the materials chosen (1, 2, 4) Can write about who products are for and explain why they will be useful, giving clear examples (4) Can discuss the improvements needed for the work (1, 2, 4)

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Design and Technology – Year Three

	Head	Hands
Textiles: Moving	Design, Make and Evaluate:	Use pencils and rulers to mark out
Mechanisms	Can describe how my product will be of use to the user	2. Beginning to measure, mark and cut out using cms
	Present my designs and ideas, using ICT	3. Beginning to understand winding and turning mechanisms
	 Beginning to learn how to start and finish (1, 2) 	4. Use a vice to secure material for cutting
Construction:	Clarify ideas when asked	5. Can use scales confidently
Architecture	Know about healthy diet	6. Can measure liquids confidently
	- Know about healthy diet	Use correct knife grips for cutting and spreading
Food: Eat the Seasons		8. Beginning to hold food steady with a fork whilst chopping, slicing

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Design and Technology – Year Four

	Head	Hands
Textiles:Moving Mechanisms	 Design, Make and Evaluate: Can use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. (1, 2, 4) 	 Can select from and use a wider range of materials, textiles and ingredients, according to their functional properties and aesthetic qualities Can select from and use a wider range of materials and
Construction: Architecture	 Can apply their understanding of how to strengthen, stiffen and reinforce more complex structures. (1, 2) 	components, including construction 3. Can use scales to measure more accurately
Food: Eat the Seasons	 Can nuderstand and use mechanical systems in their products (levers and linkages) (2) Can understand how key events and individuals in design and technology have helped shape the world 	 Can combine ingredients into a product and follow a simple recipe to produce mostly savoury dishes, using different techniques.

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Design and Technology – Year Five

	Head	Hands
Textiles: Mechanisms	Design, Make and Evaluate: Use a range of ways of seeking the views of intended users of my products (market research) Check my work as it develops and modify my approach in light of	 Can use a pencil and a ruler to mark for cutting Use pins to secure fasteners Beginning to use basic sewing techniques Can use levers and sliding mechanisms to create movement
Construction: Architecture Food: Eat the Seasons	 progress Communicate a range of different designs, being aware of the limits of some ideas Apply knowledge of electrical circuits and use switches to make e.g an alarm box/torch Understand healthy eating (5, 6, 7) 	5. Can use scales to measure more accurately6. Can combine ingredients into a product7. Can follow a simple recipe

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Design and Technology – Year Six

	Head	Hands
Textiles: Make, do and Mend	Design, Make and Evaluate: Use my understanding of the characteristics of familiar products when developing and communicating my ideas (1) Check my work as it develops and modify my approach in light of	 Use a wider range of materials and components according to their functional properties and aesthetic qualities. Knot tying Use sand paper to smooth edges
Construction: Engineers	 progress Test and evaluate my products, with the intended use in mind. (1) Use the Internet to thoroughly research products and the environments in which they are used. 	 Use a saw under supervision Join wood together Use scales to measure more accurately Can combine ingredients into a product and follow a simple
Food: Food for life	 Understand seasonality, knowing where and how ingredients are grown, reared, caught and processed. (7) Know that portions of ingredients will affect the product (6, 7) 	recipe to produce mostly savoury dishes, using different techniques.

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