

DESIGN & TECHNOLOGY - CURRICULUM MAP 2023/24

	SKILLS PROGRESSION	AUTUMN TERM	SPRING TERM	SUMMER TERM	ADDITIONAL
EYFS	<p>Design:</p> <ul style="list-style-type: none"> • Design purposeful, functional, appealing products for themselves and other users based on design criteria • Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology <p>Make:</p> <ul style="list-style-type: none"> • Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] • Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics <p>Evaluate:</p> <ul style="list-style-type: none"> • Explore and evaluate a range of existing products *Evaluate their ideas and products against design criteria 	Structures: Junk Modelling	Cooking & Nutrition: Fruit salad / salad	Structures: Boats	Seasonal projects
YEAR 1		Mechanisms: Making a moving story book	Structures: Constructing a windmill	Cooking & Nutrition: Fruit and vegetables (making smoothies)	Textiles: Puppets
YEAR 2		Mechanisms: Making a moving monster (animal)	Structures: Baby Bear's chair	Cooking & Nutrition: A balanced diet (making a wrap)	Textiles: Making a pouch
YEAR 3	<p>Design:</p> <ul style="list-style-type: none"> • 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 • Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design <p>Make:</p> <ul style="list-style-type: none"> • Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately • Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities <p>Evaluate:</p> <ul style="list-style-type: none"> • Investigate and analyse a range of existing products. *Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. <p>• Understand how key events and individuals in design and technology have helped shape the world</p>	Mechanical systems: Pneumatic toys	Structures: Constructing a castle	Cooking & Nutrition: Eating seasonally (making tarts)	Textiles: Egyptian collars
YEAR 4		Mechanical systems: Making a sling shot vehicle	Cooking & Nutrition: Adapting a recipe (Biscuit bake-off)	Structures: Making a pavilion	Textiles: Fastenings
YEAR 5		Structures: Making bridges	Mechanical systems: Making a pop-up book	Cooking & Nutrition: What could be healthier? (Bolognese sauce)	Textiles: Soft toys
YEAR 6		Structures: Playgrounds	Cooking & Nutrition: Come dine with me! (3 ingredients = 3 courses)	Mechanical systems: Automata toy	Textiles: Waistcoats

Year 6 – Both Spring and Summer projects to be completed in the Summer term (following SATs).