

DT Whole School Curriculum Map

	Unit 1	Unit 2	Unit 3
Reception	All About Me Family and Festivals	Kings, Queens and Fairy Tales Transport: past and present	Growing and Changing Dinosaurs and Extinction
	Across the topics: Develop small motor skills gaining knowledge of how to use small tools including scissors, paintbrushes and cutlery safely. Through exploration of different materials know which materials are best suited for a task.		
Year 1	A2 Build a structure for a character from narrative text Know how to join different materials using glue and tape. Mark out materials to be cut using a template.	S2 Food: preparing and combining foods Know that food can be described according to its taste, smell, texture and feel. Have knowledge of different food groups e.g. fruit and vegetables. Know that we need to work safely and hygienically.	S2 Mechanisms: Pop-ups and simple card levers Know how to fold, tear and cut paper and card. Roll paper to create tubes. Know how to cut along lines, straight and curved, how to curl paper and how to use a whole punch. Know what happens when paper fasteners are used for card linkages. Use simple pop ups. Know how to strengthen sheet materials.
Year 2	S1 Mechanisms: wheels and axles Use a range of materials to create models with wheels and axles e.g. tubes, dowel, cotton reels.	S2 Food: healthy eating Know that we need to consume a variety of foods to maintain a healthy diet. Know how to cut, peel, grate, chop a range of ingredients.	S1 Textiles Know how to colour fabrics by using fabric paints, printing or painting.

	Know how to attach wheels to a chassis using an axle. Know how to use glue (not glue guns) or tape to join different materials. Under supervision know how to use a hacksaw.	Know how to measure and weigh food items using non-statutory measures e.g. spoons, cups.	Cut out shapes which have been created by drawing round a template onto the fabric. Know how to join fabrics by using running stitch, glue, staples or tape. Decorate fabrics with buttons, beads, sequins, braids, ribbons.
Year 3	A2 Food: simple dish Know that food can be described using sensory vocabulary (smell, taste, texture and feel). Know how to follow and write step by step instructions. Know why we need to make healthy eating choices and show understanding of a balanced diet. Know how to combine a range of ingredients. Can explain why we work safely and hygienically. Measure and weigh ingredients appropriately (g/kg).	S2 Mechanical systems: links and levers Know how to cut slots. Know how to cut internal shapes. Use lolly sticks/card to make levers and linkages. Know how linkages are used to make movement larger or more varied. Use and explore complex pop ups	S2 Structures Know how to create frame structures, strengthen frames with diagonal struts. Know how to make structures more stable by giving them a wide base. Measure and mark square selection, strip and dowel accordingly to 1cm. Measure and mark techcard, cutting accurately with scissors. Know how to use glue gun with close supervision (one to one).
Year 4	A1 Structures: Light Boxes Know how to Incorporate a circuit with a bulb or buzzer into a model. Know how to create shell or frame structures, strengthen frames with diagonal struts. Know how to make structures more stable by giving them a wide base. Measure and mark square selection, strip and dowel accordingly to 1cm. Know how to use glue gun with close supervision (one to one)	S2 Pizzas Know how to analyse the taste, texture, smell and appearance of a range of foods. Have knowledge on preferences of end user when combining ingredients. Know how to follow recipes. Can explain why we work safely and hygienically. Know how to measure and weigh ingredients accurately (g/kg).	S2 Textiles: Wallets Know that seam allowance is needed when preparing fabrics for sewing. Know how join fabrics using different types of stitches including running stitch, over sewing, back stitch. Explore fastenings and recreate some e.g. sew on buttons and make loops. Know how to make a prototype of a product using J cloths. Use appropriate decoration techniques e.g. appliqué (glued or simple stitches).

		Mechanisms- Moving sarcophagus (pneumatics) linked to Ancient Egyptians	Know how to create a simple pattern.
Year 5	A2 Food and Nutrition: another culture Through tasting, know that there are many types of bread and be able to describe their characteristics using sensory food vocabulary. Know that the appearance of the product will change during proving and cooking. Know that their product should match the needs of the intended user. Know how to weigh and measure using scales. Know how to mix and knead ingredients. Plan independently how to work safely and hygienically.	S2 Mechanical Systems: cams, pulleys and gears Know how to cut dowel and square section wood accurately to 1mm. Know how to join materials using appropriate methods (including glue gun with close supervision). Incorporate motor, a switch and a pulley into a model. Know how to build a chassis using a range of materials including wood and card.	S1 3D Textiles Create 3D products using pattern pieces and seam allowance. Know how to decorate textiles appropriately before joining components. Know how to pin and tack fabric pieces together. Know how to join fabrics using over sewing, back stitch, blanket stitch. Know where fabrics may be stressed and require strengthening.
Year 6	A2 Food: rationing Know how to prepare food products showing understanding of the properties of ingredients and sensory characteristics. Know how to select and prepare foods for a particular purpose. Taste a range of ingredients, food items to develop a sensory food vocabulary for use when designing. Independently weigh and measure accurately using scales. Cut and shape ingredients using appropriate tools and equipment e.g. grating.	S1 Mechanisms & Structures-fairground rides To know how use bradawl to mark hole positions. Know how cams and pulleys work and incorporate into final design. Know how to use hand drill to drill tight and loose fit holes. Know how to cut strip wood, dowel, square section wood accurately to 1mm. Know how to Join materials using appropriate methods. Incorporate motor and a switch into a model. Know how to control a model using an ICT control programme (Valiant consoles). Know how to build frameworks using a range of materials e.g. wood, card corrugated plastic to support mechanisms. Know how to use glue gun with close supervision. Know how to use craft knife, cutting mat and safety ruler under one to one supervision. Choose an appropriate sheet material for the purpose.	

	Join and combine food ingredients appropriately e.g. beating, rubbing in Decorate appropriately. Show awareness of a healthy diet from an understanding of a balanced diet. Plan independently how to work safely and hygienically.	
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Creative lab links:

Year 2

Antarctica

Design Technology

Structures that are built to survive the cold temperatures.

Space

Design and Technology

Create models of the ISS, lunar modules and satellites.

Reception

Expressive Art and Design	Colour: naming, recognising and using primary colours to mix paints Painting: self-portraits (Van Gogh and Picasso) Making houses Charanga original scheme: Me Traditional rhymes: 1. Once I Caught A Fish Alive 2. This Old Man 3. Five Little Ducks 4. Five Little Speckled Frogs 5. Pat a Cake	Colour: studying 'Winter Landscape with skaters and bird trap' by Brueghel (1565) Cutting: Snowflakes Monet: Poppy Fields Diva Lamps Making pumpkin soup Charanga original scheme: My Stories Traditional rhymes: 1. I'm a Little Teapot 2. Little Bo Peep 3. Little Miss Muffet 5. Hey Diddle Diddle 6. Hickory Dickory Dock Computing: Introduction to algorithms (Beebots)	Design: Building Castles with Junk Modelling Puppets: Chinese New Year Papier mache Queen's hat Charanga original scheme: Everyone Traditional rhymes: 1. The Grand Old Duke of York 2. London Bridge 3. Heads, Shoulders, Knees and Toes 4. Old King Cole 5. Sing A Song of Sixpence	Exploring line: in roads, maps and Kandinsky Design: Making a boat that floats Charanga original scheme: Our World Traditional rhymes: 1. Row, Row, Row Your Boat 2. The Wheels on The Bus 3. Hot Cross Buns 4. Horsie Horsie 5. .She'll Be Coming Round the Mountain Computing: Technology around us	Still Life: drawing and painting fruit (Paul Cezanne - The basket of apples, 1895) Paul Cezanne - Curtain, Jug and Fruit (1894) Making fruit kebabs Charanga original scheme: Big Bear Funk Traditional rhymes: 1. Mary Had A Little Lamb 2. Little Tommy Tucker 3. Old Mother Hubbard 4. Two Little Dickie Birds 5. Polly Put the Kettle On	Sculpture: studying and imitating Degas's ballet dancer (The Star, 1878) CUSP art festival Charanga original scheme: Reflect, Rewind and Replay Traditional rhymes: 1. Jack and Jill 2. See Saw, Margery Daw 3. Three Blind Mice 4. Frere Jaques 5. There Was an Old Woman Who Lived in A Shoe
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Nursery

Topics

Magical Me	Let's Celebrate	Once Upon a Time	Minibeasts	Ready, Steady, Grow! (vegetables)	The Big, Wide World
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