

## Design Technology Curriculum Map

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	*Taught through creative development	Making hedgehogs and other animals Making Soup	Winter scenes & collages Snowman: 2D & 3D representations Ice mobiles	Farm animals – 2D & 3D representations	Nursery Rhyme Characters	Seascapes & collages Sea creatues: 2D & 3D representations
REC	*Taught through creative development  Making emergency vehicles	Making hedgehogs and other animals Making Soup	Winter scenes & collages Snowman: 2D & 3D representations Ice mobiles	Farm animals – 2D & 3D representations	Fairy tale/Traditional tale characters	Seascapes & collages Sea creatues: 2D & 3D representations Making transport models
Year 1		Mechanisms Slides and Levers		Structures Freestanding Structures		Food Preparing Fruit
Year 2	Textiles Templates & joining techniques		Mechanisms Wheels and axles		Food Preparing vegetables	
Year 3		Food Healthy & Varied Diet		Structures Shell Structures (inc.CAD)		Mechanical Systems Levers & Linkages
Year 4		Structures Frame Structures		Electrical Systems Simple circuits & switches		Textiles 2D shape to 3D product

	Mechanical Systems	Food		Electrical Systems	
	Pulleys & Gears	Celebrating culture &		More complex switches &	
Year 5		seasonality – locally		circuits (incl.	
		sourced ingredients		programming, monitoring	
				& control)	
	Textiles		Food		Structures
Year 6	Combining different		Celebrating culture &		Frame Structures
real 6	fabric shapes		seasonality –		(inc.CAD)
			international ingredients		