

Design and Technology Curriculum Map

Autumn		Spring		Summer	
Nursery			Build a bridge and three little pig houses Re-enact stories using props		Create space rockets, rocket packs and vehicles out of junk modelling
Reception				Understanding healthy and non -healthy foods. Tasting new foods linked to literacy.	Able to discuss why food is healthy or not. Sort foods into these categories. Making good food choices, eating wide variety of foods.
Y1	Making pirate ships – plan and evaluate	Design and make own toy.	Create home for a dinosaur	Artist – Henry Rousseau Jungle themed art	Animal moving pictures Plant pots
Y2		Design and create own Polar express		Design a musical instrument	
Y3		Design, make and evaluate dream catchers			DT project linked to the Mayans Food testing Design a Mexican dish Cooking invite parents
Y4			Understanding the importance of electrical systems in products		Understanding a healthy diet, seasonal produce, the conditions of where and how it is grown. Evaluation of work achieved and analysing products used.
Y5	Research longboats- what made them successful? Design own long boat using research and use a variety of materials based on design and research. Evaluate final product	Lever and pulley doors Gears – link to science Halton Castle Sewing- textiles stitches for Christmas, felt decorations Evaluate success	Research, design, create and evaluate a space themed board game	Food – make scouse Bread and butter pudding Use and apply basic principles of a healthy and varied diet. Create savoury dishes using a range of cooking techniques.	3D shelter Wire model soldiers DT Greenhouse- link to science
Y6					Design a theatre set with lighting (link with previous history topic and science): use research to develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.