

Design and Technology Curriculum Map

Primary Phase – Early Years to Key Stage 2

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
N			Build a bridge and three little pig houses Re-enact stories using props			Create space rockets, rocket packs and vehicles out of junk modelling
R				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.
1	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
2		Design and create own Polar express		Design a musical instrument		
3		Design, make and evaluate dream catchers			DT project linked to the Mayans Food testing	Design a Mexican dish Cooking invite parents
4			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.
5	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
6						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.
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Secondary Phase – Year 7 to Year 11

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
7	Resistant Materials Mirror Project Workshop tools and equipment Health and Safety Working with wood	Resistant Materials Mirror Project Workshop tools and equipment Working with wood	Textiles Hand stitch – threading a needle Machine stitch – threading a machine Decorating Template construction	Textiles Hand stitch – threading a needle Machine stitch – threading a machine Decorating Template construction	Food Basic Knife skills Basic kitchen equipment Weighing and measuring Rubbing in method Melting method Portion Control	Food Basic Knife skills Basic kitchen equipment Weighing and measuring Rubbing in method Melting method Portion Control
8	Resistant materials Jewellery Combing materials Cutting & shaping Gluing	Resistant materials Jewellery Combing materials Cutting & shaping Gluing Finishing techniques	Textiles Decorative stitches Finishing techniques Yarns, Fibres and fabrics Fabric dyes Cad/Cam	Textiles Decorative stitches Finishing techniques Yarns, Fibres and fabrics Fabric dyes Cad/Cam	Food Bread making skills Sharp knives Electrical equipment Functions of ingredients Cultural differences of food/dishes Cross contamination prevention	Food Bread making skills Sharp knives Electrical equipment Functions of ingredients Cultural differences of food/dishes Cross contamination prevention
9	Design and technology Working with wood Chinese Puzzle Combining materials Environmental concerns	Design and technology Working with wood Chinese Puzzle	Paper and Board / NEA packaging	Plastics / NEA night lights	Metals / NEA Pewter Cast Pewter casting, 2D Design, filing	Metals / NEA Pewter Cast

	Storage box Wood joints Glues	Combining materials Environmental concerns Storage box Wood joints Glues Timber practical, card modelling marking out and cutting timber, finishing timber	Graphical skills, Nets & Packaging Design		and finishing metals	
10	Introduction to Design & Make Industry & Enterprise T / D&M	Investigation into Primary & Secondary Data / D&M The Work of Others / D&M Design Strategies	Energy Generation / D&M Energy Storage Modern Materials Smart Materials Composite Materials & Technical Textiles Systems Approach to Designing	Sources, origins & properties (Paper & Board) Working with Paper & Board Commercial Manufacturing, Surface Treatments & Finishes	Start of NEA. No practical Research section.	Start of NEA. No practical Research section.
11	NEA - Designing NEA - Designing NEA Modelling NEA Modelling & Evaluation NEA Development	Selection of Materials & Components / NEA Development Tolerances / NEA Development CAD Materials Management / NEA Design Analysis & Client Feedback Tools, Equipment, Techniques & Finishes / NEA	NEA Making & Photo Diary Evaluation & Final Client Interview User Testing & Improvements	NEA Making & Photo Diary Evaluation & Final Client Interview	AO1 Revision A01 Revision	AO3 Revision

		Final Model Development/ CAD				
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