

Design Technology Curriculum Map

	Autumn	Spring	Summer
Year 1	Structures Design and make a small windmill to go in an outside space so that we can tell if it is windy or not	Textiles Design and make a character-based hand puppet using a preferred joining technique	Cooking and nutrition Select and prepare ingredients for a fruit smoothie
Year 2	Mechanisms Design a moving monster that is suitable for children and satisfies the design criteria	Structures Explore stability and methods to strengthen structures Baby Bear's Chair	Mechanisms Fairground Wheel Design and make a functional Ferris wheel
Year 3	Structures Design a castle with key features to appeal to a specific person/purpose	Digital World Design wearable technology for a child so that they can be visible in the dark	Cooking and Nutrition Design and make a fruit tart that contains seasonal fruit or vegetables that will appeal to the preferences of the class
Year 4	Structures Design and make a pavilion structure for a chosen audience and their needs	Mechanical systems Design and make a slingshot car that reduces air resistance and races against those of my class mates	Electrical systems Develop a new functional torch design for a specific user and their needs
Year 5	Electrical systems Design and make a doodler for a person of your choice with a function of your choice	Mechanical systems Create a functional four-page pop up book for a younger child	Cooking and nutrition Learn a simple recipe and adapt it to improve the nutritional content
Year 6	Textiles Make a stuffed toy for a younger child	Structures Redesign the school playground to appeal to all year groups	Digital World Design and program a navigational tool to produce a multifunctional device for trekkers