



Design and Technology Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Use various construction materials to build and balance. Realise tools can be used for a purpose.	Construct with a purpose in mind. Use a variety of resources, tools and techniques.	Select own tools and techniques to shape, assemble and join materials.	Select own tools and techniques to shape, assemble and join materials. Adapt work where necessary.	Select own tools and techniques to shape, assemble and join materials. Adapt work where necessary.	

Key stage 1 - Design and Technology skills

When designing and making, pupils should be taught to:

- Design**
- design purposeful, functional, appealing products for themselves and other users based on design criteria
 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
- Make**
- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
- Evaluate**
- explore and evaluate a range of existing products
 - evaluate their ideas and products against design criteria
- Technical knowledge**
- build structures, exploring how they can be made stronger, stiffer and more stable
 - explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Cooking and Nutrition

Pupils should be taught to:

- use the basic principles of a healthy and varied diet to prepare dishes
- understand where food comes from.

Year 1	Technical knowledge: Build a castle	Design a functional product: plates	Joining materials to make it move.	Technical knowledge: Wheels and axles.	Food and nutrition	
Year 2	Designing Tudor houses	Hinges and axles- fire engines.	Lever and slider (habitat boxes)		Cooking foods	Reusable shopping bag

Key stage 2 - Design and Technology skills

When designing and making, pupils should be taught to:

- Design**
- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
 - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design



Make

- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate

- investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- understand how key events and individuals in design and technology have helped shape the world

Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
- understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
- apply their understanding of computing to program, monitor and control their products.

Cooking and Nutrition

- understand and apply the principles of a healthy and varied diet
- prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
- understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.

Year 3	Product with bulbs.	Roman shields.	Model with moving parts.	Cooking and nutrition	
Year 4		Sewing and stitching.	Sculpture-joining materials		Food and nutrition.
Year 5	Understand which foods will provide a healthy, varied and balanced diet.	Understand which food groups help our bodies to function.	Create models which use gears, pulleys, levers and linkages for a specific purpose.	Consider how some people and products have changed the world.	Select from and use a range of specific materials and components according to their specific use and appearance.
Year 6	Electrical components in designs.			Using tools and equipment for a purpose. Build complex structures.	Key designs which have shaped the world. Prepare and cook nutritious meals.