

Design and Technology Curriculum Map

		Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
Nursery	D&T	Skills are taught throughout the year, through Continuous Provision, with focus on high quality block play, outdoor construction and den building, development of scissor skills and involvement in the preparation of healthy snacks.					
Reception	D&T		Elf hats		Food Technology - sandwiches	Jack and the Beanstalk (castles)	
Year 1	D&T		Moving pictures		Zoo enclosures		Food technology - fruit kebabs
Year 2	D&T		Cars		Puppets		Food technology - dips and dippers
Year 3	D&T		Moving creatures / Handheld maze	Magnetic fishing Game			Food technology - pasta salad
Year 4	D&T		Hydraulic heads				Torches Food technology - scones
Year 5	D&T	Textiles		Wooden cam			Food technology - bread
Year 6	D&T	Lanterns (inc. complex switches)	Food technology - seasonal soup				Fairgrounds

Key of strands taught: Structures Mechanisms – axles Mechanisms – levers Mechanisms – hydraulic and pneumatic systems Electricity Food Textiles

N.B: most mechanisms projects will include the use of the prior learning in structures but the projects that are listed as structures are where skills and knowledge of structures are explicitly taught.

Jesus said, 'Come follow me, live your lives the way God wants you to.'

