# **Primary Phase Curriculum Map 2023-24**

**Subject Area:** 

**Design & Technology** 



| Year Group | <b>Autumn Term</b>                      | <b>Spring Term</b>  | Summer Term   |
|------------|---|---|---|
| Year 1     | Cooking and Nutrition –<br>Fruit Kebabs | Static Structures –<br>Castles                            | Mechanisms — A picture with moving parts (sliders and levers) |
| Year 2     | Cooking and Nutrition – Pizza           | Mechanisms –<br>A fire truck                              | Textiles –<br>A Space Suit                                    |
| Year 3     | Free-standing Structures – Photo Frames | Mechanisms-<br>Moving Monsters                            | Cooking and Nutrition-<br>Greek Salad                         |
| Year 4     | Mechanisms –<br>Pop-up Book             | Textiles –<br>Money-holders                               | Electrical systems-<br>Alarm system                           |
| Year 5     | Structures –<br>Rainmakers              | Mechanisms-<br>Moving Toys                                | Cooking and Nutrition – Bread                                 |
| Year 6     | Structures –<br>Aqueducts               | Mechanisms & Electrical Control –  Moving Electrical Toys | Textiles –<br>T-shirts  |

|                 | Autumn 1   | Autumn 2   | Spring 1   | Spring 2   | Summer 1                                  | Summer 2   |
|-----------------|--|--|--|--|---|--|
|                 | Expressive Ar  | ts and design  | Expressive Arts  | and design   | Expressive Ar                             | rts and design   |
| Nursery 2       | -  | Express ideas through making marks sometimes giving meaning to the marks they make |  | erent materials to create ffect  |   | oulation and control of small<br>r skills  |
|                 |  |  |  |  |   | ing marks sometimes giving<br>marks they make  |
|                 | Expressive Ar  | ts and Design  | Expressive Arts  | and design   | Expressive A                              | rts and design   |
| Nursery 3-<br>4 | Create closed shapes with continuous lines and begin to use these shapes to represent objects.  Join different materials and explore different textures.  Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses etc.  Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. |  | Explore different materials from their ideas about how to use to Develop their own ideas and materials to use to the second sec   | hem and what to make.  nd then decide which                            | Create closed shapes with                 | d explore different textures.<br>continuous lines and begin<br>to represent objects.                 |
| FS2             | Expressive Arts and design  Develop storylines in their pretend play.  Explore, use and refine a variety of artistic effects to express their ideas and feelings.  |  | Expressive Arts at Explore different materials from their ideas about how to use the solution of the solution different materials and explored the solution of | eely, in order to develop<br>them and what to make.                    | Explore different materials               | rts and design s freely, in order to develop se them and what to make. d explore different textures. |
| Year 1          | Cooking & nutrition  Designing and making with food Understanding Health and nutrition Combining tastes and textures to make a product Using basic cutting tools Fruit kebabs  https://www.youtube.com/watch?v=XBAmULUgJ8M   |  | Creating models from sheet a Understand about basic str can be made strong Use range of fixing Castles https://www.youtube.com/w   | and reclaimed materials uctures and how they er/more stable techniques | Understand simple create movement e.g., s | es, pulls and levers e mechanisms that simple levers and sliders ing parts (transport)               |

|                                       | A LIVE  |  | Moving Pictures  Sliders and Levers  |
|---------------------------------------|---|--|--|
| National<br>Curriculum<br>Links (KS1) | <ul> <li>use the basic principles of a healthy and varied diet to prepare dishes</li> <li>understand where food comes from.</li> </ul>  | <ul> <li>Design:         <ul> <li>generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</li></ul></li></ul>        | • design purposeful, functional, appealing products for themselves and other users based on design criteria  Make:  select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]  Evaluate:  explore and evaluate a range of existing products |
| Year 2                                | Cooking and nutrition Understand that all food comes from plants or animals. Demonstrate how to prepare simple dishes safely and hygienically, without using a heat source. Demonstrate how to use techniques such as cutting, peeling and grating.  Pizza  Pizza | Mechanisms: Wheels, axels, pulleys and levers  Joining materials with moving joints Understand how wheels and axels work Understand winding mechanisms  Moving vehicle (fire engine) https://www.youtube.com/watch?v=-iL3-eTwWBw | Textiles: Using a paper pattern, joining fabric Use a graphics programme to design a space suit Use a simple paper pattern to draw around and cut out fabric Use simple joining techniques Space suit for an Astronaut   |
|                                       |   | <u>Design:</u>   | <u>Design:</u>   |

| National<br>Curriculum<br>Links (KS1) |  |
|---------------------------------------|--|
|                                       |  |
|                                       |  |
|                                       |  |
|                                       |  |
|                                       |  |

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

 design purposeful, functional, appealing products for themselves and other users based on design criteria

### Make:

 select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

#### Evaluate:

 explore and evaluate a range of existing products  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 wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately

## **Evaluate:**

 evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

# Year 3

#### **Free Standing Structures**

Understanding ways in which structures can be made stable

Understand how to stiffen materials

Photo frame (as a present)

https://www.youtube.com/watch?v=ZCXk KyXuuq



#### **Mechanisms and control: Pneumatics**

Consider different types of pneumatic structures Know about the movement of simple mechanisms, such as levers and linkages

**Moving Monster** 

https://www.youtube.com/watch?v=5QqinrOcbIM



Food preparation techniques
Combining appearance, flavour and texture
Understand the balanced plate model for healthy
eating

**Cooking & nutrition** 

A Greek Salad

https://www.youtube.com/watch?v=j7rU-1-s7NM



# National Curriculum Links (KS2)

#### 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

#### Make:

 select from and use a wider range of tools and equipment to perform practical tasks

#### Design:

 generate, develop, model and communicate their ideas through discussion, annotated sketches, crosssectional and exploded diagrams, prototypes, pattern pieces and computeraided design

Make:

- 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

|                                       | [for example, cutting, shaping, joining and finishing], accurately <u>Evaluate:</u> evaluate their ideas and products against their own design criteria and consider the views of others to improve their work  | <ul> <li>select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</li></ul>  |   |
|---------------------------------------|---|--|---|
| Year 4                                | Mechanisms: Linkages Understand how a range of linkage type mechanisms work Assemble a range of mechanisms including pop ups, spinners, sliders, levers and tabs Apply to the design of a pop-up book Pop Up Book with moving parts (Guide to The Rainforest) | Textiles: Reinforcing fabric Investigate ways of reinforcing fabric, e.g. over stitching, running stitch Create and use a pattern Develop decorative techniques and fastenings e.g. applique Money-holder for the Rio carnival https://www.youtube.com/watch?v=9RfGObSTAf0 | Electrical Control  Draw on understanding of simple electrical circuits and switches  Join components, cut and shape material with precision  An alarm system (Science link)  |
| National<br>Curriculum<br>Links (KS2) | Design:  • generate, develop, model and communicate their ideas through discussion, annotated sketches, crosssectional and exploded diagrams, prototypes, pattern pieces and computeraided design   | <ul> <li>Design:         <ul> <li>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</li> <li>Make:</li> </ul> </li> </ul>                    | <ul> <li>Design:         <ul> <li>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</li> <li>Make:</li> </ul> </li> </ul> |

select from and use a wider range of

materials and components, including

construction materials, textiles and

• select from and use a wider range of tools

and equipment to perform practical tasks

[for example, cutting, shaping, joining and finishing], accurately

Make:

• select from and use a wider range of tools

and equipment to perform practical tasks

|                                       | [for example, cutting, shaping, joining and finishing], accurately  Evaluate:  evaluate their ideas and products against their own design criteria and consider the views of others to improve their work   | 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   | <ul> <li>Evaluate:         <ul> <li>investigate and analyse a range of existing products</li> </ul> </li> <li>evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</li> </ul>   |
|---------------------------------------|---|--|---|
| Year 5                                | Structures: Musical instruments Investigate instruments from different times and cultures Understand how shape and materials used can alter sound Investigate a range of finishing techniques Rainmaker https://www.youtube.com/watch?v=e2fkrTBmSGA | Mechanisms: Moving toys using cams, wheels and axels  Understand how mechanisms can be used to produce movement  Cut, shape and join components, selecting tools for a specific purpose  Moving Toy  https://www.youtube.com/watch?v=rHyCVLe8Bvw   | Cooking and Nutrition  Understand the function and properties of materials Identify, select and use food tools and techniques safely  Understand food hygiene  Making bread  https://www.bbc.co.uk/food/recipes/paul hollywoods crusty_83536  |
| National<br>Curriculum<br>Links (KS2) | <ul> <li>Design:         <ul> <li>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</li></ul></li></ul>               | • generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computeraided 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 | <ul> <li>understand and apply the principles of a healthy and varied diet</li> <li>prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</li> <li>understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed.</li> </ul> |

|                                       | evaluate their ideas and products against<br>their own design criteria and consider the<br>views of others to improve their work  | <ul> <li>Evaluate:         <ul> <li>evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</li> </ul> </li> </ul>  |   |
|---------------------------------------|---|--|---|
| Year 6                                | Structures  Understand why structures sometimes fail Investigate and use techniques to reinforce and strengthen structures  Design and make a structure for a specific tasks  Design and build an aqueduct  https://www.teachengineering.org/activities/view/cub  brid_lesson01_activity2 | Mechanisms: electrical and computer control Understand how products can be driven by electricity Use motors to control speed and direction of movement Develop structures with cladding and finishing techniques Electrical Boat https://www.youtube.com/watch?v=WetQf8bhkPQ   | Textiles  Design for a range of needs – appearance, safety, size, warmth  Use patterns, templates and detailed working drawings Develop finishing techniques  T Shirts  |
| National<br>Curriculum<br>Links (KS2) | <ul> <li>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</li></ul>  | 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      Make:     select from and use a wider range of materials and components, including construction materials, textiles and | <ul> <li>Design:         <ul> <li>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</li></ul></li></ul> |

ingredients, according to their functional

properties and aesthetic qualities

**Evaluate:** 

ingredients, according to their functional

properties and aesthetic qualities

**Evaluate:** 

finishing], accurately

**Evaluate:** 

evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

|     | <ul> <li>evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</li> <li>understand how key events and individuals in design and technology have helped shape the world</li> </ul>  | <ul> <li>evaluate their ideas and products against<br/>their own design criteria and consider the<br/>views of others to improve their work</li> </ul>   |   |
|-----|---|--|---|
| KS3 | <ul> <li>understand and apply the principles of nutrition and health</li> <li>cook a repertoire of predominantly savoury dishes so that they are able to feed themselves and others a healthy and varied diet</li> <li>become competent in a range of cooking techniques [for example, selecting and preparing ingredients; using utensils and electrical equipment; applying heat in different ways; using awareness of taste, texture and smell to decide how to season dishes and combine ingredients; adapting and using their own recipes]</li> <li>understand the source, seasonality and characteristics of a broad range of ingredients.</li> </ul> | <ul> <li>use research and exploration, such as the study of different cultures, to identify and understand user needs</li> <li>identify and solve their own design problems and understand how to reformulate problems given to them</li> <li>develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations</li> <li>use a variety of approaches [for example, biomimicry and user-centred design], to generate creative ideas and avoid stereotypical responses</li> <li>develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and computer-based tools</li> </ul> | <ul> <li>select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computeraided manufacture</li> <li>select from and use a wider, more complex range of materials, components and ingredients, taking into account their properties</li> <li>analyse the work of past and present professionals and others to develop and broaden their understanding</li> <li>investigate new and emerging technologies</li> <li>test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups</li> <li>understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists</li> </ul> |