

**DESIGN & TECHNOLOGY CURRICULUM MAP**

	Autumn Term	Spring Term	Summer Term
Y1	All About Me DT: Food Cut, peel or grate ingredients safely and hygienically. Measure or weigh using measuring cups or electronic scales. Assemble or cook ingredients.	Castles	On Our Field DT: Materials & Construction Cut materials safely using tools provided. Measure and mark out to the nearest centimetre. Demonstrate a range of cutting and shaping techniques. Demonstrate a range of joining techniques. Use a range of materials to make and strengthen products.
Y2	London DT: Mechanisms Create products using levers, wheels and winding mechanisms.	The Arctic	Living & Growing DT: Textiles Shape textiles using templates. Join textiles using running stitch. Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing).
Y3	Under the Ground	Rainforests DT: Food Prepare ingredients hygienically using appropriate utensils. Measure ingredients to the nearest gram accurately. Follow a recipe. Assemble or cook ingredients.	Ancient Egypt DT: Materials & Construction Cut materials accurately and safely by selecting appropriate tools. Measure and mark out to the nearest millimetre. Apply appropriate cutting and shaping techniques. Select appropriate joining techniques. Choose suitable techniques to construct or repair products. Strengthen materials using suitable techniques.
Y4	London in WW2	Oceans & Seas DT: Mechanisms Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms and pulleys).	Roman Britain DT: Textiles Understand the need for a seam allowance. Join textiles with appropriate stitching. Select the most appropriate techniques to decorate textiles.
Y5	Ancient Greece DT: Materials & Construction Cut materials with precision and refine the finish with tools. Show an understanding of the qualities of materials to choose appropriate tools to cut and shape. Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filling and sanding).	Earth & Space	The Vikings DT: Textiles Create objects (such as a cushion) that employ a seam allowance. Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration). Use the qualities of materials to create suitable visual and tactile effects (such as a soft decoration for comfort on a cushion).
Y6	The Kingdom of Benin	Seeing Light DT: Food Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms). Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. Demonstrate a range of baking and cooking techniques. Create and refine recipes.	Britain After WW2 DT: Mechanisms Use mechanical systems in products (such as gears, pulleys, cams, levers and linkages). Use electrical systems in products (such as series circuits incorporating switches, bulbs, buzzers and motors).