

Design and Technology Subject Curriculum Map

NB. Design & Technology units are from Kapow Primary curriculum (mostly from condensed version)	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
RECEPTION Ducklings	Unit 1: Structures: Junk modelling Cooking and nutrition	Unit 1: Structures: Junk modelling (6 lessons) Christmas decorations Diya lamps using clay	Spring lesson: 'Flowers'- Forest School activities Chinese lanterns Bird feeders	Unit 2: Textiles : Bookmarks Easter lesson : Hanging decoration Weaving Making rockets	Making bug hotels Cooking and nutrition- fruit kebabs Den making-Forest School	Unit 3: Structures : Castles Forest school activities- clay models/fairy gardens
YEAR 1 Ladybirds		Unit 1: Structures: Constructing windmills and Unit 2: Mechanisms: Moving story book		Unit 3: Mechanisms: Wheels and axles		Unit 4: Textiles: Puppets and Unit 5: Cooking and nutrition: Smoothies
YEAR 2 Hedgehogs		Unit 1: Mechanisms: Fairground wheel and Unit 2: Structures: Baby bear's chair		Unit 3: Cooking and nutrition: Balanced diet		Unit 4: Textiles: Pouches and Unit 5: Mechanisms: Moving monster
YEAR 3 Squirrels		Unit 1: Textiles: Cross stitch and appliqué Cushions or Egyptian collars and Unit 2: Structures: Constructing a castle		Unit 3: Cooking and nutrition: Eating seasonally		Unit 4: Digital world: Wearable technology and Unit 5: Mechanical system: Pneumatic toys



YEAR 4	Unit 1: Mechanical	Unit 3: Structures:	Unit 4: Cooking and
Foxes	systems: <u>Making a</u>	<u>Pavilions</u>	nutrition: Adapting a
	<u>slingshot car</u>		<u>recipe</u>
	and		and
	Unit 2: Textiles:		Unit 5: Electrical
	<u>Fastenings</u>		systems: <u>Torches</u>
YEAR 5	Unit 1: Cooking and	Unit 3: Digital world:	Unit 4: Mechanical
Badgers	nutrition: Developing	Monitoring devices (4	systems: <u>Making a</u>
	<u>a recipe</u>	lessons	pop-up book
	and	OR	and
	Unit 2: Electrical	Textiles: Stuffed toys	Unit 5: Structures:
	systems: <u>Doodlers</u>		<u>Bridges</u>
YEAR 6	Unit 1: Structures:	Unit 3: Digital world:	Unit 4: Electrical
Owls	<u>Playgrounds</u>	Navigating the world	systems: Steady hand
	and	OR	game
	Unit 2: Mechanical	Textiles: Waistcoats	and
	systems: <u>Automata</u>		Unit 5: Cooking and
	<u>toys</u>		nutrition: Come dine
	·		with me