



St Mary's Catholic Primary School and Nursery

DT Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery		Structures: Junk modelling Whatever next – making rockets	Cutting: Scissor skills: Can I hold the scissors correctly? Can I cut a straight line?	Cooking & Nutrition Vegetables Growing vegetables and using my senses to comment on the taste and texture Chopping	Structures: Planes Designing and making paper airplanes Folding skills	Textiles: Weaving Weaving the world
Reception		Structures: Junk modelling In this unit, pupils explore and learn about various types of permanent and temporary join. They are encouraged to tinker using a combination of materials and joining techniques in the junk modelling area.	Textiles: Bookmarks Pupils develop and practise threading and weaving techniques using various materials and objects. They look at the history of the bookmark from Victorian times versus modern-day styles. The pupils apply their	Cooking & Nutrition: Soup In this unit, children explore the differences between fruits and vegetables using their senses (taste, texture, smell etc.). They listen to the story 'The best pumpkin soup' and discuss the key ingredients the characters used before developing	Structures: Boats In this unit, children explore what is meant by 'waterproof', 'floating' and 'sinking', then experiment and make predictions with various materials to carry out a series of tests. They learn about the different features of boats and ships before	Cooking & Nutrition: Seasonal project. Designing and making a rainbow salad



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			knowledge and skills to design and sew their own bookmarks.	a class-based vegetable soup recipe.	investigating their shape and structures to build their own.	
Year 1	Art Focus	Textiles: Puppets Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating.	Structures: Constructing a windmill Inspired by the song, 'Mouse in a windmill', design and construct a windmill for a client (mouse) to live in. Explore various types of windmill, how they work and their key features.	Mechanisms: Making a moving story book Explore slider mechanisms and the movement they output, to design, make and evaluate a moving storybook from a range of templates.	Art Focus	Art Focus
Year 2	Structures: Baby Bears Chair. Explore stability and methods to strengthen structures, to understand Baby Bear's chair	Art Focus	Art Focus	Mechanisms: Making a moving monster Explore levers, linkages and pivots through existing products and experimentation,	Art Focus	Textiles: Pouches Learn how to sew a running stitch ready to design, make and



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	<p>weaknesses and develop an improved solution for him to use.</p> <p>Adapted: Throne to link to history topic.</p>			<p>use this research to construct and assemble a moving monster.</p> <p>Example theme: Moving monster. Alternative theme: <u>Easter – Mechanical animals</u></p>		<p>decorate a pouch using a template.</p>
Year 3	<p>Mechanical systems: Pneumatic toys</p> <p>Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams.</p>	Art Focus	Art Focus	<p>Electrical systems: Electric poster</p> <p>Our new electric poster unit introduces children to various forms of 'Information design' before they are briefed to develop an electric museum display based on the Romans.</p>	<p>Digital world: Electronic charm</p> <p>Design, develop a program, house and promote a Micro:bit electronic charm to use in low-light conditions.</p>	Art Focus
Year 4	Art Focus	Food: Adapting a recipe	Structures: Pavilions	Textiles: Fastenings	Art Focus	Art Focus



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		Work in groups to adapt an existing biscuit recipe, whilst taking into account the cost of the ingredients and other expenses against a set budget.	Investigate and model frame structures to improve their stability, then apply this research to design and create a stable, decorated pavilion.	Analyse and evaluate a range of existing fastenings, then devise a list of design criteria to design, generate templates and make a fabric book sleeve.		
Year 5	Art Focus	<p>Mechanical systems: Pop-up book.</p> <p>To create a functional four page pop-up storybook design, using lever, sliders, layers and spacers to create paper based mechanisms.</p>	Art Focus	<p>Electrical systems: Electronic greetings cards.</p> <p>Learn about the development of exchanging personal messages, to the invention of the Penny Black stamp. Develop an electronic greeting card, using paper-</p>	<p>Digital world: Monitoring devices</p> <p>Apply Computing knowledge and understanding to program a Micro: bit animal monitoring device. Develop 3D CAD skills by learning how to navigate the Tinkercad interface and essential tools to</p>	Art Focus



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				applicable circuit components.	combine multiple objects	
Year 6	Structure: Playgrounds Research existing playground equipment and their different forms, before designing and developing a range of apparatus to meet a list of specified design criteria.	Art Focus	Textiles: Waistcoats Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble and decorate a waistcoat for a chosen purpose.	Art Focus	Food: Come dine with me Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes. Explore each key ingredient's farm to fork process	Art Focus