



## DT Curriculum Map Michaelmas-Michaelmas Term 2020-2021

\*It should be noted that the curriculum is taught in rotation so pupils are able to access the workshops/rooms for practical work\*

	Textiles	Workshop	Food Technology
Year 3	Introduction to textiles: including safety in the textiles room. Learning to design, using a template and basic sewing stitches.	Introduction to technical drawing: including safety in the workshop. Design and make a 'monster' using a range of materials, and how to use a glue gun safely. Pupils then add a pneumatic system to add movement.	Introduction to Food Technology: Introduction to food technology and safety in the kitchen, healthy eating and basic food skills.
Year 4	Fleece Hats: Introduction to clothing design using prototypes and making templates. Development of construction and stitch knowledge.	Lighting it up: Introduction to Electricity. Pupils to design and make a torch using a simple circuit.	Healthy Eating: Introduction to 'leading a healthy lifestyle' and making healthy choices. Pupils to create healthy meals for different times of day.
Year 5	Fabric Design: Introduction to different methods of fabric design and decorative development. Using fabric samples to make a simple item.	Construction Problem Solving: Looking at constructing and strengthening structures through group and individual work. Ongoing evaluations to enable pupils to use their knowledge of forces to enhance their designs.	Baking Skills: Developing food knowledge and skills including recipe adaptation and understanding how ingredients work.
Year 6	Interior Design/ Cushions: Using a 'brief' for a design situation. Presentation, development of design, ongoing evaluations making for a specific situation.	Shakey Hand Game: Emphasis on presentation whilst designing their own Shakey hand game using parallel circuits. Use of saws and basic hand tools to construct.	Food on the go: Consider commercially available snack foods. How they are packaged and the nutritional value of each. Pupils then design and make healthy snacks of their own.
Year 7	Garment Construction: Learning how to use a commercial paper pattern. Improving sewing machine skills, producing a pair of pyjama bottoms.	Clock Design: Design and make a working clock based upon a hobby or activity.	Food from around the world: Pupils to consider where food comes from, which countries and the food miles involved. Using food and spices from around the pupils will create their own dishes.
Year 8	Advancing Sewing machine skills: Using the embroidery stitches on the sewing machine to produce a Calico tote bag, which is suitable for shopping. Discuss minimising the use of plastic.	3D Pen and Print Design: Design using 'Sketchup' to 3D print and using 3D Pens to construct models.	Fending for myself: Basic meal development skills taught and learnt.

