



## DT Curriculum Map Michaelmas-Michaelmas Term 2022

\*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 incorporating the 'Eat Well Plate' and basic cooking 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 learning about a balanced diet. 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 samples produced 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 and 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 world pupils will create simple tasty low cost dishes.
Year 8	Advancing Sewing machine skills: Using the sewing machine to produce an embroidered Tote bag.	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 – including budget and timings.