



DT Curriculum Map 2023-2024

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	Personalised Pockets: Introduction to textiles including safety in the textiles room. Learning to design, using a template and basic sewing stitches.	Moving Monsters: 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 including 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: An 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 eating meals for different times of day.
Year 5	Fabric Design: Introduction to different methods of fabric design and decorative development. Using decorated fabric to make a simple item.	Construction and 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.	Shaky Hand Game: Emphasis on presentation whilst designing their own Shaky 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 nutritious value of each. Pupils to then design and make healthy, nutritious 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.	Clocks: Research, initial ideas and final computer design to make a working clock based upon personal interests.	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 their own dishes.
Year 8	Advancing Sewing Machine Skills: Using the embroidery stitches on	3D Pen and Print Design.	Fending for myself: Basic meal development skills taught and learnt.

	the sewing machine to produce a Calico tote bag, which is suitable for shopping. Discuss minimising the use of plastic.	Design using 'Sketchup' to 3D print and using 3D Pens to construct models.	
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