St John's Highbury Vale CE Primary School Design Technology Curriculum Map 2021-22

	Autumn 1	Autumn 2	Spring 3	Spring 4	Summer 5	Summer 6
Reception	See eyfs curriculum					

The national curriculum for design and technology aims to ensure that all pupils:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.

Key Stage 1 Attainment Targets

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study. Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making.

<u>Design</u>

- design purposeful, functional, appealing products for themselves and other users based on design criteria
- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make

- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria

Technical knowledge

- build structures, exploring how they can be made stronger, stiffer and more stable
- explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Year 1	Food Preparing Fruits and Vegetables Food processing equipment, food processing skills. Explore textures and use senses to evaluate		Structures Freestanding Structures Playground Design Explore free standing structures around the world. Understand base, stability, edge and surface.		Mechanisms – Sliders and Levers Movement and pivots. Pushing and pulling.
Year 2		Food Preparing Fruit and Vegetables Sweet and Savoury Salad Identify colour texture and tastes. Journey from farm to shop. Climate and countries for growth of crops.		Mechanisms – Wheels and Axis Make an Ambulance (link to Marvellous Medics theme) Cutting and joining to allow movement and finish. Use a range of materials according to characteristics.	Textiles – Templates and Joining Techniques Puppets Know a range of joining techniques. Marking out, cutting, joining and finishing.

Key Stage 1 Attainment Targets

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making.

Design

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make

- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate

- investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- understand how key events and individuals in design and technology have helped shape the world

Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
- understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
- apply their understanding of computing to program, monitor and control their products.

Year 3	Mechanical Systems – Leavers and linkages Moving Poster (links to stone age inventions) Use annotated sketches and prototypes to develop, model and communicate. Understand oscillating, reciprocating, linkage, loose pivot and fixed pivot.		Food – Healthy and Varied Diet Food Origins (grown, caught, processed, reared -trying and grouping foods) Understand taste, texture and aroma for an appealing product. Know the claw hold and the bridge hold.	Structures – Shell Structures (Links to Roman Amphitheatre/Homes) Stiffening and strengthening sheet materials. Use annotated sketched for design ideas.	
Year 4		Food – Healthy and varied diet – apply knowledge to make processed foods – make dips for a Viking feast. Know where and how a variety of ingredients are grown, reared, caught and processed	Electrical Systems – Simple Circuits and Switches Night Light (links to Belonging text) Select electrical components according to their functional properties and aesthetic qualities.		Textiles – 2D and 3D Product Make a Purse (linked to One Plastic Bag) Know a range of joining techniques for sewing. Know a range of fabrics and fastenings.
Year 5		Textiles – Combining Different Fabric Shapes Make a Cushion (Links to PSHE Celebrating Difference) Know a range of stitches. Understand the process of tie dye and the range of fasteners	Food Celebrating Culture and Seasonality Langer Kitchen (Links to Sikhism) Understand seasonality, know about kneading, and Understand lactose intolerance.	Mechanical Systems – Pulley and Gears Moon Buggies (Links to Earth and Space) Understand drivers and followers in pulleys. Know how the cods work in gears.	
Year 6			Food Celebrating Cultures and Seasonality (Links to Keeping Corner) Know a range of foods from different cultures. Know diets and food habits of different cultures.	Structures – Frame Structures Artist: Benjamin Baker (Links to Seeds of Splenda – Diwali Story Bridge from India to Sri Lanka) Understand compression, strut, and triangulation and form structures. Know a range of joining techniques.	Electrical Systems – More Complex Switches and Circuits Understand a series circuit, input and output flowcharts and parallel circuits.

Knowledge, Skills and Understanding for DT

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Developing, planning	Children will work	Children will work	In Year 3 children will :	In Year 4 children will :	In Year 5 children will:	In Year 6 children will :
and communicating	confidently across a	confidently within a	 describe the purpose 	 gather information 	 carry out research, 	 carry out research,
ideas	range of contexts. They	range of contexts. They	of their products	about the needs and	 develop a simple 	 identify the needs,
	will:	will:	 indicate the design 	wants of particular	design specification to	wants, preferences and
	 state what products 	 state what products 	features of their	individuals and groups	guide their thinking	values of particular
	they are designing and	they are designing and	products that will	 develop their own 	In Year 5:	individuals and groups
	making	making	appeal to intended	design criteria and use	 generate innovative 	 develop a simple
	 describe what their 	 say whether their 	users	these to inform their	ideas, drawing on	design specification to
	products are for	products are for	explain how particular	ideas	research	guide their thinking
	say how their	themselves or other	parts of their products	In year 4 children will:		In Year 6 children will :
	products will work	users	work	 generate realistic 		 generate innovative
	 use simple design 	 describe what their 	In year 3 children will :	ideas, focusing on the		ideas, drawing on
	criteria to help develop	products are for	 develop their own 	needs of the user		research
	their ideas	say how their	design criteria and use	 make design decisions 		 make design
	 develop and 	products will work	these to inform their	that take account of the		decisions, taking
	communicate ideas by	 say how they will 	ideas	availability of resources		account of constraints
	talking and drawing	make their products	Children will :	Children will :		such as time, resources
	model ideas by	suitable for their	 share and clarify ideas 	 share and clarify ideas 		and cost
	exploring materials,	intended users	through discussion	through discussion		
	components and	 use simple design 	 use computer-aided 	 model their ideas 		
	construction kits	criteria to help develop	design to develop and	using prototypes and		
		their ideas generate	communicate their	pattern pieces		
		ideas by drawing on	ideas	 use annotated 		
		their own experiences	 use annotated 	sketches, cross-		
		 use knowledge of 	sketches, cross-	sectional drawings and		
		existing products to	sectional drawings	exploded diagrams to		
		help come up with ideas		develop and		
		 model ideas by 		communicate their		
		exploring materials,		ideas		
		components and		 use computer-aided 		
		construction kits and by		design to develop and		
		making templates and		communicate their		
		mock ups		ideas		
		 use information and 				
		communication				
		technology, where				
		appropriate, to develop				
		and communicate their				
		ideas				

Working with tools, equipment, materials and components to make quality products (including food)

In Year 1 children will:

- select from a range of tools and equipment,
- select from a range of materials and components according to their characteristics

In Year 1 children will:

- follow procedures for safety and hygiene
- use a range of materials and components, including construction materials and kits, textiles, food ingredients and mechanical components
- assemble, join and combine materials and components
- use finishing techniques, including those from art and design

In Year 1 children will learn:

about the simple working characteristics of materials and components

• about the movement of simple mechanisms such as levers, sliders, wheels and axles

In Year 2 children will:

- plan by suggesting what to do next
- select from a range of tools and equipment, explaining their choices
- select from a range of materials and components according to their characteristics about the simple working characteristics of materials and components

In Year 2 children will:

- follow procedures for safety and hygiene
- use a range of materials and components, including construction materials and kits ,textiles and food ingredients.
- measure, mark out, cut and shape materials and components
- assemble, join and combine materials and components
- use finishing techniques, including those from art and design

In Year 2 children will: Learn about the simple working characteristics of materials and components

 how freestanding structures can be made stronger, stiffer and more stable

In Year 3 children will:

- measure, mark out, cut and shape materials and components
- assemble, join and combine materials and components
- apply a range of finishing techniques, including those from art and design -how mechanical systems such as levers and linkages create movement

The children will know:

 the correct technical vocabulary for the projects they are undertaking

In Year 4 children will:

- select materials and components suitable for the task
- explain their choice of materials and components according to functional properties and aesthetic qualities

In Year 4 children will:

- measure, mark out, cut and shape materials and components with some accuracy
 assemble join and
- assemble, join and combine materials and components with some accuracy
- apply a range of finishing techniques, including those from art and design, with some accuracy

In Year 4 children will know how:

how mechanical systems such as cams or pulleys or gears create movement

- how to make strong, stiff shell structures
- that a single fabric shape can be used to make a 3D textiles product

In Year 5 children will: select tools and equipment suitable for

the task

- explain their choice of tools and equipment in relation to the skills and techniques they will be using
- select materials and components suitable for the task
- explain their choice of materials and components according to functional properties and aesthetic qualities
 In Year 5 children will:
- accurately measure, mark out, cut and shape materials and components
- accurately assemble, join and combine materials and components
- accurately apply a range of finishing techniques, including those from art and design.

In Year 5 children will know:

- how to reinforce and strengthen a 3D framework
 that a 3D textiles
- that a 3D textiles product can be made from a combination of fabric shapes

In Year 6 children will: select tools and equipment suitable for the task

- explain their choice of tools and equipment in relation to the skills and techniques they will be using
- select materials and components suitable for the task
- explain their choice of materials and components according to functional properties and aesthetic qualities

In Year 6 children will:

- accurately measure, mark out, cut and shape materials and components
- accurately assemble, join and combine materials and components
- accurately apply a range of finishing techniques, including those from art and design
- use techniques that involve a number of steps
- demonstrate resourcefulness when tackling practical problems

In Year 6 children will know:

• how mechanical systems such as cams or

		that a 3-D textiles product can be assembled from two identical fabric shapes the correct technical vocabulary for the projects they are undertaking				pulleys or gears create movement • how more complex electrical circuits and components can be used to create functional products • how to program a computer to monitor changes in the environment and control their products • how to reinforce and strengthen a 3D framework
Testing and evaluating	In Year 1 children will:	In Year 2 children will:	In Year 3 the children	In Year 4 children will :	In Year 5 children will :	In Year 6 children will :
processes and	talk about their design	talk about their design	will:	identify the strengths	evaluate the quality of	critically evaluate the
products.	ideas and what they are	ideas and what they are	identify the strengths	and areas for	the design,	quality of the design, manufacture and fitness
	making	making • make simple	and areas for	development in their	manufacture and fitness	for purpose of their
	 make simple judgements about their 	judgements about their	development in their	ideas and productsconsider the views of	for purpose of their In Year 5 children will	In Year 6 children will
	products and ideas	products and ideas	ideas and product In Year 3 children will:	others, including	also investigate and	also investigate and
	against design criteria	against design criteria	• refer to their design	intended users, to	analyse:	analyse:
	In Year1 children will	• suggest how their	criteria as they design	improve their work	• how much products	• how much products
	explore :	products could be	and make	In Year 4 children will:	cost to make	cost to make
	what products are	improved	use their design	refer to their design	how innovative	how innovative
	who products are for	In Year 2 children will	criteria to evaluate their	criteria as they design	products are	products are
	what products are for	explore:	completed products	and make	how sustainable the	how sustainable the
	what materials	what products are	In Year 3 children will	use their design	materials in products	materials in products
	products are made from	who products are for	investigate :	criteria to evaluate their	are	are
		 what products are for 	 how well products 	completed products	 what impact products 	what impact products
		 how products work 	have been designed	In Year 4 children will	have beyond their	have beyond their
		 how products are 	 how well products 	investigate:	intended purpose	intended purpose
		used	have been made	 how well products 		Across KS2 pupils
		 where products might 	 why materials have 	have been designed		should know:
		be used	been chosen	how well products		about inventors,
		what materials	what methods of	have been made		designers, engineers,
		products are made from	construction have been	why materials have		chefs and
		what they like and	used	been chosen		manufacturers who
		dislike about products	In Year 3 children will	what methods of		have developed ground-
			also investigate and	construction have been		breaking products
			analyse:	used		

			who designed and made the products where products were designed and made when products were designed and made Technical knowledge Key	how well products work how well products achieve their purposes how well products meet user needs and wants In Year 4 children will also investigate and analyse: who designed and made the products where products were designed and made when products were designed and made whether products can be recycled or reused		
Understand nutrition	In Year 1 children will:	In Year 2 children will:	In Year 3 children know	In Year 4 children will	In Year 5 children will	In Year 6 children will
and basic cooking skills	*that all food comes from plants or animals * that everyone should eat at least five portions of fruit and vegetables every day * how to prepare simple dishes safely and hygienically, without using a heat source * how to use techniques such as cutting, peeling and grating	• that all food comes from plants or animals • that food has to be farmed, grown elsewhere (e.g. home) or caught • how to name and sort foods into the five groups • how to prepare simple dishes safely and hygienically, • how to use techniques such as measuring and mixing	: • that food is grown (such as tomatoes, wheat and potatoes), reared (such as pigs, chickens and cattle) and caught (such as fish) in the UK, Europe and the wider world In Year 3 children will learn: • how to prepare and cook a variety of predominantly savoury dishes safely and hygienically • how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking In Year 3 children will know:	learn: • that food is grown (such as tomatoes, wheat and potatoes), reared (such as pigs, chickens and cattle) and caught (such as fish) in the UK, Europe and the wider world In Year 4 children will learn • how to prepare and cook a variety of predominantly savoury dishes safely and hygienically • how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking	know: • that seasons may affect the food available • how food is processed into ingredients that can be eaten or used in cooking In Year 5 children will learn how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source • how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking	how to prepare and cook a variety of predominantly savoury dishes safely and hygienically • how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking • that recipes can be adapted to change the appearance, taste, texture and aroma • that different food and drink contain different substances — nutrients, water and fibre — that are needed for health

• that a healthy diet is	
made up from a variety	
and balance of different	
food and drink	
that to be active and	
healthy, food and drink	
are needed to provide	
energy for the body	