

Casterton Primary Academy –Design and Technology Curriculum Map Year A (September Odd Years)

Title or Question

National Curriculum



Stimulus and Enrichment



Outcome

World of Work Link

British Values



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	<p>Early Years Foundation Stage, Design and Technology are two aspects of Understanding of the World in the Early Years Foundation Stage. Designing and making is one of the aspects of knowledge and understanding of the world. Children are encouraged to build with a wide range of objects, selecting appropriate resources and adapting their work where necessary. At Casterton Primary Academy, we believe that by developing these skills and promoting curiosity will enable children to progress into and access the KS1 curriculum.</p> <p>Design · 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</p> <p>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</p> <p>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</p>					
Year 1/2		<p>Marvellous Machines</p> <p>Mechanisms</p> <p>Wheels and axels</p> <p>Emergency vehicle/ service department visitor</p> <p>Emergency service vehicle</p> <p>Engineer, mechanic, car designer</p>	<p>Hold this for me!</p> <p>Textiles</p> <p>Templates and joining techniques</p> <p>Textile museum visit,</p> <p>Glove puppet</p> <p>Textile designer, set designer, costume designer</p>			<p>Yummy, Yummy in my tummy!</p> <p>Food</p> <p>Preparing fruit and vegetables</p> <p>Smoothie tasting</p> <p>A smoothie</p> <p>Nutritionist, dietitian, entrepreneur</p>
Year 3/4	<p>Food, glorious food</p> <p>Food</p> <p>Healthy and varied diet</p> <p>Visit to Pizza Express</p> <p>Pizza</p> <p>Chef</p>	<p>Shine bright like a diamond</p> <p>Electrical systems</p> <p>Simple circuits and systems</p> <p>Picture stimulus</p> <p>Table lamp</p> <p>Electrical engineer, electrician, designer</p>			<p>A party piece</p> <p>Structures</p> <p>Shell structures</p> <p>Visit from a party planner</p> <p>Party box</p> <p>Architect, engineer, designer, historian</p>	
Year 5/6		<p>Thrill seekers</p> <p>Structures</p> <p>Frame structures</p> <p>Video clip of a theme park ride</p> <p>Theme park ride</p> <p>Structural engineer, architect</p>		<p>This isn't a wind up!</p> <p>Mechanical System</p> <p>Cams</p> <p>STEM Ambassador visit</p> <p>Vehicle incorporating cam-driven components</p> <p>Engineer, car designer, mechanic</p>		<p>Let's join together</p> <p>Textiles</p> <p>Using computer aided design in textiles</p> <p>Visit to local college/high school textiles department</p> <p>Tablet case</p> <p>Textile designer</p>



Casterton Primary Academy –Design and Technology Curriculum Map Year B (September Even Years)

Title or Question

National Curriculum



Stimulus and Enrichment



Outcome

World of Work Link

British Values



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Rec	<p>Early Years Foundation Stage, Design and Technology are two aspects of Understanding of the World in the Early Years Foundation Stage. Designing and making is one of the aspects of knowledge and understanding of the world. Children are encouraged to build with a wide range of objects, selecting appropriate resources and adapting their work where necessary. At Casterton Primary Academy, we believe that these skills and inquisitive nature will allow children to have and take the tools to progress into the KS1 curriculum.</p> <p>Design · 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</p> <p>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</p> <p>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.</p>					
Year 1/2		<p>Brilliant builders Structure yr 1 Designing a windmill – testing sliders and movement Visiting designer, architect Architect/builder</p>		<p>No strings attached Textiles yr 1 Puppets – joining fabrics Visit to a textile museum, theatre Puppeteer, designer</p>	<p>An apple a day keeps the doctor away Food yr 2 A balanced diet- making a wrap Visiting supermarket employee, chef Nutritionist, dietician, doctor</p>	
Year 3/4		<p>Scrumdilyumptious Food yr 3 Eating Seasonally -making tarts with appropriate food Visiting supermarket employee, chef. Nutritionist, dietician, farmer</p>		<p>Make yourself comfortable Textiles yr 3 Cushions - exploring different stitches Textile museum trip, visiting clothes designer Clothes designer</p>		<p>Inspiring inventors Mechanical systems yr4 Making slingshot cars- chassis and sling mechanism Visiting engineer, mechanic Car designer, mechanic, engineer</p>
Year 5/6	<p>Anyone for tea? Food yr 6 Come Dine with Me – 3 courses 3 foods Chef/nutritionist</p>		<p>Let me tell you a story Mechanical systems yr 5 pop up books - layers and spacers Visit from author, illustrator Author/illustrator</p>			<p>Let's play! Structure yr 6 Playgrounds – design a playground Landscape architect/designer</p>