

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	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. 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 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 1/2		Marvellous Machines Mechanisms Wheels and axels Emergency vehicle/ service department visitor Emergency service vehicle Engineer, mechanic, car designer	Super Sliders! Mechanisms Sliders and Levers Fairy tale stories. Design, make and evaluate a moving storyboard Designer, illustrator, engineer.			Yummy, Yummy in my tummy! Food Preparing fruit and vegetables Soup tasting Design, make and evaluate a soup for lunch. Nutritionist, dietitian, entrepreneur
Year 3/4	Creatures in a box! Mechanical System Pneumatics Pop-up toys A Moving creature in a box. Engineer, designer, toy creator.		Shine bright like a diamond Electrical systems Simple circuits and systems Various types of lights Table lamp Electrical engineer, electrician, designer		Party pieces Structures Shell structures Visit from a party planner Party/Gift box Architect, engineer, designer, historian	
Year 5/6		Fantastic Fairgrounds! Mechanical systems. Pulleys and gears. Video clip of a theme park ride Design and make a new fairground ride. Structural engineer, architect		This isn't a wind up! Mechanical System Cams Selection of moving toys Design and make a moving toy for children in a particular age range Engineer, car designer, mechanic		Detailed designs! CAD in textiles Computer aided design Explore a range of existing textiles products. Designing, making and evaluating a shopping bag for a grandparent using CAD Designer, product developer.

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	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. 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 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 1/2		Brilliant builders Structure Freestanding structures Visiting designer, architect Design, make and evaluate a strong chair for Baby Bear Architect/builder		No strings attached Textiles Puppets – joining fabrics Visit to a textile museum, theatre Design, make and evaluate hand puppets. Puppeteer, designer		An apple a day keeps the doctor away Food Preparing fruit and vegetables. Taste testing. Design, make and evaluate a fruit snack Nutritionist, dietician, doctor
Year 3/4		Food Glorious Food! Food Eating seasonally Taste testing. Design, make and evaluate a bread-based product with a filling. Nutritionist, dietician		Perfect Pencil cases Textiles 2D shapes to 3D shapes French- items in our pencil cases. Design, make and evaluate pencil cases. Fashion designer, Textile creator.		Inspiring inventors Mechanical systems Sliders and levers. Improving our local environment A moving poster about recycling. Car designer, mechanic, engineer
Year 5/6	Scrumptiously seasonal Food Celebrating culture and seasonality Tasting different products. Tesco bakery visit. Design and make a bread based product. Chef/nutritionist		Bustling Bird Houses! Structure Frame Structures. Challenge- who can build the tallest tower. Design and make a small-scale bird hide Landscape architect/designer		Let's join together Textiles Using computer aided design in textiles Visit to local college/high school textiles department To design, make and evaluate a holder. Textile designer	