



DT Curriculum Map Michaelmas-Summer Term 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, accurately measuring and using electronic scales and basic preparation 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.	Party Food: Introduction to making party food from scratch and how this can be healthier and cost effective.
Year 5	Zipper Pouches: Developing fabric decoration and introducing methods of fastening.	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.	Healthy Eating: Developing food preparation skills including recipe adaptation illustrating how healthy food can be incorporated into everyday cooking.
Year 6	Interior Design/Cushions: Using a 'brief' for a design situation. Presentation, development of design, ongoing evaluations making for a specific situation.	Shakey Hand Game: Emphasis on presentation whilst designing their own Shakey hand game using parallel circuits.	Fast food from home: Developing cooking skills to produce healthy alternatives to take away food. Discussion of ultra processed foods.
Year 7	Garment Construction: Learning how to use a simple commercial paper pattern. Improving sewing machine skills, producing a pair of pyjama bottoms.	Clocks: Design and make a clock. Research via internet, designs and final design on the computer. Constructing mechanism within the 3D structure of the clock.	Food from around the world: Looking at flavours and traditional dishes from around the world to expand the knowledge of flavours and spices.
Year 8	Advancing sewing machine skills: Learning to use a more advanced commercial paper pattern, different fabrics and new machine skills.	CAD/CAM design. Constructing a personalised name plate using a milling machine, 3D pens, shrinkies and hot wire sculptor.	Social Cooking: Emphasis on cooking meals to share including more challenging cooking techniques.