

DT Curriculum Map Lent Term 2025

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	Introduction to textiles: including safety in the textiles room. Learning to design, using a template and basic sewing stitches.	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 introduction to basic cookery skills. Safety in the kitchen, measuring, cutting, rolling and baking.
Year 4	Fleece Hats: Introduction to clothing design using prototypes and making templates. Development of construction and stitch knowledge.	Lighting it up: Introduction to Electricity. Pupils to design and make a torch using a simple circuit.	Party food: Making healthy options for party food whilst further developing cooking skills. Options for vegetarians and looking at taste and presentation.
Year 5	Fabric Design and construction Making a zipper pouch or similar with a design of choice using applique and embroidery for decoration.	Construction 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: Pupils to learn about adaptations to recipes to incorporate more healthy options and looking at special dietary needs including gluten free.
Year 6	Interior Design/ Cushions: Using a 'brief' for a design situation. Presentation, development of design, ongoing evaluations and making for a specific situation.	Shakey Hand Game: Emphasis on presentation whilst designing their own Shakey hand game using parallel circuits. Use of saws and basic hand tools to construct.	Fast food from home: Making delicious fast-food options whilst helping pupils gain confidence with their cooking skills and incorporating healthier options.
Year 7	Garment Construction: Learning how to use a commercial paper pattern. Improving sewing machine skills, producing a pair of pyjama bottoms.	Clock Design: Design and make a working clock based upon a hobby, environment or geometric shapes.	Food from around the world: Looking at flavours and spices used in dishes from different countries. Whilst developing a confidence to try other combinations of flavours.
Year 8	Advancing Sewing machine skills: Using the sewing machine to produce an item of clothing / Bucket Hat	Mobile Phone Holders Orthographic Design Techniques.	Social cooking: Developing confidence in the pupils to produce meals for family and friends to share

		3D Pens, CAD/CAM, Hot wire sculpting as well as other chosen processes as needed.	at home. The occasional "bake off" challenge will be added for the pupils to cook unaided.
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