



St. Peter's Primary School

Design & Technology Curriculum Map: EYFS & Key Stage 1

Year	Autumn	Spring	Summer
EYFS	Structures: Junk modelling Investigating materials and construction techniques using junk modelling while developing scissor skills and joining methods. The children make verbal plans, choose suitable materials and solve problems.	Textiles: Bookmarks Developing fine motor skills through a range of threading activities before moving on to use a binka and a needle. The children design bookmarks, considering what to include and why.	Cooking and nutrition: Soup Exploring vegetables, where they come from and how they can be prepared for cooking by designing and making a class soup. The children describe and compare the tastes, and practise cutting skills.
Year 1	Mechanisms: Matching slider game Exploring different types of mechanisms used in products, with a focus on how sliding mechanisms create movement. Pupils investigate simple paper sliders before designing and making a game.	Cooking and nutrition: Smoothies Examining and taste-testing different fruits and vegetables to identify and compare ingredients. Pupils select ingredients for a smoothie before making their product and designing accompanying packaging.	Textiles: Simple stitches Examining fabrics, practising basic sewing techniques and identifying how different materials are made from threads. Pupils learn how to thread a needle and sew simple stitches before designing decorative bunting.
Year 2	Cooking and nutrition: Balanced diet Learning about the importance of a balanced diet and using that knowledge to create a tasty wrap, this unit includes new lessons with both teacher and pupil videos.	Textiles: Pouches Developing basic sewing skills by learning how to create templates, cut fabric accurately and sew a running stitch. Pupils apply these techniques to design and make a simple pouch using fabric.	Mechanisms: Fairground wheel Investigating how rotating structures work by researching existing fairground wheels and considering how different components fit together. Pupils design and create a functional fairground wheel.
Seasonal Projects (EYFS/KS1)	Structure: Hibernation box To design and make a hibernation box.	Digital World: Easter Cards Pupil to apply computing skills to design Easter Cards.	Mechanical system: Popup book Pupil to design and make a popup book.
Whole School	Whole School Project: Construction Programme Pupils to build and test their own vehicle models.		



St. Peter's Primary School

Design & Technology Curriculum Map: Key Stage 2

Year	Autumn	Spring	Summer
Year 3	Textiles: Egyptian collars Developing sewing and decorative textile skills using cross-stitch and appliqué techniques. Pupils apply their understanding to design, decorate and assemble their own cushion or Egyptian collar.	Cooking and nutrition: Eating seasonally Discovering where and when fruit and vegetables are grown by learning about seasonality in the UK. Pupils respond to a brief by designing a seasonal tart using ingredients harvested in the UK.	Mechanical systems: Pneumatic toys Investigating how compressed air can create movement within a mechanism and be used in a working pneumatic toy. Pupils use different types of diagrams during the design process.
Year 4	Electrical systems: Torches Applying scientific understanding of electrical circuits through designing and making a torch using recycled and reclaimed materials. Pupils construct and evaluate their product against design criteria.	Digital world: Mindful moments timer Researching, designing and prototyping a Micro:bit timer. Pupils analyse existing products and apply programming and branding techniques to create a personalised timer.	Mechanical systems: Mechanical cars Exploring mechanical systems by building and testing prototype cars to identify effective design features. Pupils conduct market research and evaluate products from a customer perspective.
Year 5	Mechanical systems: Gears and pulleys Investigating the history, mechanics and uses of gears and pulleys. Pupils build a gear-and-pulley mechanism before applying their understanding to design an eco-bike.	Electrical systems: Wobble bots Building on existing knowledge of circuits by introducing motors and exploring how they create movement in products. Pupils investigate wobble mechanisms before designing and developing a wobble bot.	Digital world: Monitoring devices Exploring programmable technology and 3D design by creating a Micro:bit animal monitoring device that responds to temperature changes. Pupils develop CAD skills by learning to use Tinkercad.
Year 6	Digital world: Navigating the world Programming a navigation tool to produce a multifunctional device for trekkers. Pupils combine 3D virtual objects to form a complete product concept using 3D computer-aided design.	Mechanical systems: Automata toys Applying woodworking skills by constructing an automaton with moving parts and mechanisms. Pupils measure and cut materials, assemble a frame, select suitable cams and design characters.	Electrical systems: Steady hand game Developing knowledge of electrical circuits by designing and creating a steady hand game with an operational buzzer system. Pupils use nets to construct the base before building and testing a circuit.
Seasonal Projects (KS2)	Mechanism: Christmas cards To create Christmas cards with a sliding mechanism (e.g. pop up cards).	Textiles: Flower threading Pupils to use a range of tools and techniques to create a threaded spring flower.	Cooking: Rainbow Salad Designing and making a rainbow salad. Pupils to create a rainbow salad and talk about the importance of eating a balanced diet.
Whole School	Whole School Project: Construction Programme Pupils to build and test their own vehicle models.		