

St Peter's Curriculum Map: Design and Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	<u>Using Tools/Structures and Joins</u> Junk Modelling		<u>Using Tools/Structures and Joins</u> Making and using props in our role play			<u>Food Technology</u> Where does food come from? (using fruit and vegetables to create a dish)
Year 1		<u>Sliders and Levers</u> - Create a moving book.	<u>Food Technology/Using Tools</u> - Pizza (trip booked to Pizza Express)			<u>Structures and Joins</u> Make a chair for teddy.
Year 2	<u>Textiles Templates and joining techniques</u> Create a puppet for someone.		<u>Mechanisms Wheels and axles</u> Moving Robots		<u>Food Technology</u> Celebration Theme	
Year 3		<u>Shell structures (using CAD)</u> To create a gift box.	<u>Shell structures/ Mechanical Systems</u> Levers and linkages (Using CAD) _____		<u>Food Technology</u> Healthy and varied diet	
Year 4		<u>Mechanical Systems Pneumatics2</u> Roman catapult.		<u>Food Technology</u> Human Nutrition		<u>Electrical Systems Simple programming and control 1(Crumble Package)</u>

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						<u>Create an electrical system for a robot.</u>
Year 5		<u>Structures</u> <u>Frame structures</u> Create a home for an animal to hibernate in.		<u>Electrical ~Systems</u> <u>Monitoring and Control (Crumble)</u>		<u>Food Technology</u> Tudor Dishes
Year 6		<u>Textiles Using computer aided design in textiles</u> Create patterns for bunting.		<u>Mechanical Systems</u> <u>Cams1</u> Sleighs		<u>Food Technology</u> Day of the Dead celebration food.