

Design and Technology Whole School Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Expressive arts and design	Cutting out puppets for role playing - Myself	Role Playing- Quality Text	Dinosaur Den -role play	Traditional tales dressing up	Fairy Stories dressing up and role play	Drawing and sketching people at work	Share and Shine	Under the Sea role play
	Colour mixing – feelings	Christmas Cards					Mini beast role play	Making an aquarium using collage materials
	Nursery Rhymes	Nativity Performance	Make dinosaur model with natural and man-made materials	Making Porridge	Making crowns and invitations		Making mini beast bug hotels/	Under the sea small world
	Role Play	Puppet making		Planting Seeds	Designing Shoes – Cinderella		Minibeast life cycle	Pirates/Mermaids dress up
	Poetry Performance	Cutting and Pasting Story Maps					Mini beast small world	Small World
	Self Portraits – Painting	Advent Promise – Salt Dough	Role Play Paleontologist	Fantasy small world			Variety of making mini-beast activities	Mrs. Walsh Music - untuned percussion
	Junk Modelling – Classroom	Cutting, gluing and sticking			Castles and palaces junk modelling		Mrs. Walsh Music - untuned percussion	
	Make mini-me’s	Exploring a variety of materials including play dough	Enterprise Sales					
	Go noodle – tap and clap to the rhythm	Go noodle – tap and clap to the rhythm	Go noodle – tap and clap to the rhythm					
	Sparkyard – My musical classroom	Artist in School						
Dance Workshop	Art Activity – Interfaith Week		Sparkyard – musical patterns and performing					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Year 1 Design Technology		Children will make a toy car linked to their topic Toys Past and Present.	Children will learn about the local architect, Edgar Wood, during their History lessons. Children will learn about the designer Mary Quant and use her outfits as inspiration to create an outfit for the Smartest Giant.		Children will design a Sandwich for a particular person – inspired by the Lighthouse Keeper’s Lunch.			

			(Product sold during Enterprise week).			
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2 Design and Technology		Children will design and make Fruit Kebabs- linking this to Columbus discovery of different places with different food.	Children will learn about the designer Vivienne Westwood and use her outfits as inspiration to create a tartan product e.g. pencil case/phone case.			Children will explore Aboriginal art techniques and create their own work of art in the same style. Children will design a boomerang wall hanging/plaque for their home or for someone they know.
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3 Design and Technology	Children will research Healthy Food Recipes linked to Science and Nutrition. They will use cooking and hygiene skills to cook their meal then taste and evaluate it.		Clay Pots Children will continue to create sketch books to record their observations and use them to review and revisit ideas. Children will improve their mastery of art and design techniques, including sculpture with a range of materials [for example, pencil, charcoal, paint, clay.	Children will learn about the designer Dyson and create a Marble Run game linked to Forces.		
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 4 Design and Technology			Children will use knowledge of existing products to design, make and evaluate a Mosaic tile coaster to sell	Design, make and evaluate a pizza, using cooking techniques.		Children will make and evaluate a Viking Long Ship (using a template), exploring how the product can be made stronger, stiffer and more stable. They will use techniques which require more

			during Enterprise week.			accuracy to cut, shape, join and finish work.
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Year 5 Design Technology			Children will learn about the work of William Morris and take inspiration from this artist and apply sewing skills to create a design on a cushion to make and sell on Enterprise day.			Children will prepare and cook a Moussaka, using a range of cooking techniques.
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 6 Design and Technology		Artist Designer - Michelle Reader – Recycled Materials Inspired by the artist, make a product from recycled products to sell during Enterprise week.		Children will design a chocolate Wrapper using knowledge of famous designs to further explain the effectiveness of existing products and own product.		Children will make their own Electronic game, demonstrating design skills and knowledge about the use electrical systems in products.