



Aim High...Fly High!

Curriculum implementation map – Design and Technology

- The mapping table below shows where curriculum objectives related to the subject area above are covered. This table is intended as guidance and may be modified according to the needs/experiences of individual cohorts of learners. The four 'Big Ideas' for our D&T curriculum – Designing, Making, Evaluating/refining and Technical knowledge are interwoven throughout the suggested activities below.

Cycle **A**

Year Group	Term and Topic					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 / 2	<u>What's in the Toy box?</u> Design, construct and build moving toy space ship Evaluate model.	<u>Who's afraid of the dark?</u>	<u>Let's do on Safari</u> Polar bear sculptures (Modroc) Dyeing - Masai prints and patterns and using natural materials to create pattern,	<u>A day out with Paddington</u> Sewing outfits for teddy bears	<u>London's Burning</u> Make bread – old recipe from era. Designing and creating model houses from the era.	<u>Let's go to the seaside</u> Sail designs and basic stitching Designing holiday t-shirts
Year 3 / 4	<u>Topic: Anglo-Saxons</u> Designing and making a scale Anglo-Saxon village (group task – each group given different design brief) Designing and making an Anglo-Saxon brooch for a tribal chief	<u>Topic: Anglo-Saxons</u>	<u>Topic: Europe</u> Designing, making and evaluating musical instruments based upon traditional European music Inventor focus – explore inventions that originated in Europe and create replicas	<u>Topic: Europe (Russia)</u> Architecture study – The Kremlin Wall. Designing and building scale replicas. Focus on joining techniques, strengthening)	<u>Topic: Ancient Egyptians</u> Making and testing Ancient Egyptian bread Shaduf challenge – water transportation Pyramid block challenge – moving objects using levers, rollers, cams etc. Designing and making sarcophagi	<u>Topic: Ancient Egyptians</u>
Year 5 / 6	<u>Topic: Volcanoes and Earthquakes</u> Creating own working volcanoes using variety of joining techniques and tools (glue guns, saws etc.)	<u>Topic: Japan</u>	<u>Topic: World War 1 and 2 WW1</u> Uniform design challenge. After studying uniforms of the period, design and make a scale uniform for a soldier today ANZAC biscuit project. Replicating food that needed to last	<u>Topic: World War 1 and 2</u>	<u>Topic: Ancient Greeks</u> Creating model Parthenon buildings – focus on support structures, columns, weight-bearing	<u>Topic: Australia</u> Designing and making drinks coolers for outback adventures



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Cycle B:

Term and Topic						
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 / 2	<u>Topic: The Secret Garden</u>	<u>Topic: Moon Zoom</u> Design and create a space / planet hanging mobile.	<u>Topic: The World and me</u> Exploring, tasting and evaluating South American food – Brigaderio Make and design boxes for chocolate.	<u>Topic: Wow! You're amazing.</u>	<u>Topic: On the move</u> Moving vehicles project – farm vehicles (Tractor races)	<u>Topic: Who wants to be a Superhero?</u> : Superhero story book – moving pictures (levers, pop-up mechanisms)
Year 3 / 4	<u>Topic: Iron Age</u> Research roundhouse design features Design own roundhouses Build own roundhouses Evaluate roundhouses	<u>Topic: Romans</u> Roman shield designs Make own Roman shields (exploring joining techniques, use of symmetry)	<u>Topic: Scotland</u> Designer study – Thomas Telford Design, build and evaluate load-bearing bridges to meet specific design criteria	<u>Topic: Mountains</u> Design a winter coat for a mountain explorer	<u>Topic: The Maya Civilization</u> Exploration of origins of crops / foods from S America Mayan temple design and construction – focus on purpose of design and refining techniques	<u>Topic: The Maya Civilization (Focus on Chocolate – Bean to Bar)</u> Designing and making packaging for own chocolate bar Chocolate-based recipe making techniques
Year 5 / 6	<u>Topic: Vicious Vikings!</u> Research longship designs Design, make and evaluate own longships. Investigate different types of joins whilst making ships	<u>Topic: Vicious Vikings!</u>	<u>Topic: East Anglia</u> Taste testing – soup ingredients Designing soups according to specific design brief Making own soups (tools, techniques) Evaluating end products	<u>Topic: Rivers</u> Creating a patchwork river.	<u>Topic: Martin Luther King</u>	<u>Topic: Crime and Punishment (slavery)</u> Large scale installations for production