

Design Technology Curricular Map

Elburton Primary School – curriculum drivers – environment, oracy, diversity, initiative

	Yr 1	Yr 2	Yr 3	Yr 4	Yr 5	Yr6
Autumn	<u>Structures</u> Freestanding structures	<u>Mechanisms</u> Wheels and axles	<u>Structures</u> Shell structures(inc computer aided design)	<u>Mechanical systems</u> Levers and linkages	<u>Structures</u> Frame structures	<u>Textiles</u> Combining different fabric shapes(inc, computer aided design)
Spring	<u>Mechanisms</u> Sliders and levers	<u>Textiles</u> Templates and joining techniques	<u>Food</u> Healthy and varied diet (inc, cooking & nutrition requirements for KS2)	<u>Electrical systems</u> Simple circuits and switches(inc, programming and control)	<u>Food</u> Celebrating culture and seasonality (inc, cooking & nutrition requirements for KS2)	<u>Mechanical systems</u> Pulleys or gears
Summer	<u>Food</u> Preparing fruit and vegetables(inc, cooking & nutrition requirements for KS1)	<u>Food</u> Preparing fruit and vegetables(inc, cooking & nutrition requirements for KS1)	<u>Textiles</u> 2D shape to 3D product	<u>Food</u> Healthy and varied diet (inc, cooking & nutrition requirements for KS2)	<u>Electrical systems</u> More complex circuits and switches(inc, programming, monitoring & control)	<u>Food</u> Celebrating culture and seasonality (inc, cooking & nutrition requirements for KS2)

- Within KS1 we have to cover elements of – mechanisms, structures, food, textiles – with tools being used throughout.
- Within KS2 we have to cover elements of – mechanisms, structures, electrical, computer programming, food, textiles – with tools being used throughout.
- Food – **please ensure** – the elements of 'cooking and nutrition requirements for your key stage' is featured alongside your food unit.