St John Vianney
Catholic Primary School

D&T Curriculum Map



	Autumn 1	Autumn 2	Spring 1st	Spring 2nd	Summer 1	Summer 2nd
	Art is taught using the 'Projects on a Page' scheme of work					
EYFS	Creating with Materials • Safely use and explore a variety of materials, tools, and techniques. • Share their creations, explaining the process they have used. • Make use of props and materials when role-playing characters and stories. Examples of EYFS DGT Activities • Designing and building a bridge for toy vehicles. • Making a junk-model vehicle with moving wheels. • Creating homes for story characters. • Designing and making a healthy sandwich or fruit kebab. • Constructing with blocks, LEGO, magnetic tiles, or large outdoor equipment.					
Year 1		Food Preparing fruit and vegetables. Design, make and evaluate the product.		Mechanisms- Sliders and levers Design, make and evaluate a slider or lever choosing an animal from Blackpool Zoo.		Structures- Freestanding structures Design, make and evaluate a freestanding structure of

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						Blackpool tower or a rollercoaster.
Year 2		Food Preparing fruit and vegetables. Design, make and evaluate the product.		Mechanisms- Wheels and axles Design, make and evaluate a tram, open top bus or rollercoaster carriage.		Textiles- Templates and joining techniques Design, make and evaluate a product using appropriate tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing.
Year 3		Shell Structures Design, make and evaluate a shell structure that mimics structures found on the beach.		Food- Healthy and varied diet Design, make and evaluate a food product that fits the brief using an existing recipe.		Textiled-2D shape to 3D product Design, make and evaluate an appealing and functional product

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						fit for purpose and specific users.
Year 4		Mechanical Systems- Levers and linkages Design, make and evaluate a product using lever and linkage mechanisms. Us the rides at Blackpool Pleasure Beach as a stimulus.		Food- Healthy and varied diet Design, make and evaluate a food product that fits the brief using an existing recipe.		Electrical Systems- Simple circuits and switches Design, make and evaluate a battery powered product using Blackpool illuminations as a stimulus.
Year 5		Electrical Systems- More complex switches and circuits Design, make and evaluate a circuit and design to resemble Blackpool illuminations.		Food- Celebrating culture and seasonality Design, make and evaluate a food product that considers the design criteria and		Structures- Frame structures Design, make and evaluate a structure like one found in Blackpool, for example, Blackpool

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				is nutritious and healthy.		Tower or 'The Big One'
Year 6		Textiles- Combining different fabric shapes Design, make and evaluate a product that is purposeful, functional and appealing considering such things as types of fabrics to be used and stitching that will be incorporated.		Food- Celebrating culture and seasonality Design, make and evaluate a food product that considers the design criteria and is nutritious and healthy.		Mechanical Systems- Pulleys or gears Design, make and evaluate a product considering such things as mechanical and electrical components and finishing techniques. Link to Blackpool trams considering how they are made.