

Textiles
Electricals, Electronics and Computing
Construction
Mechanics
Food
Materials

Curriculum Mapping



Design and Technology

Early Years Foundation Stage			
<p>Expressive Arts and Design: Exploring Media and Materials: They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Expressive Arts and Design: Being Imaginative: Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.</p>			
Primary Curriculum			
	Term 1	Term 2	Term 3
1	<p>Food</p> <p>Cut, peel or grate; measure or weigh & assemble or cook</p>	<p>Mechanics</p> <p>Lever, wheels and winding</p>	<p>Textiles</p> <p>Seam allowance, joining & selecting appropriate techniques to decorate materials</p>
2	<p>Materials</p> <p>Cutting and shaping ; measure and mark (cm) & joining techniques</p>	<p>Construction</p> <p>Drilling, screwing, gluing and nailing</p>	<p>Electricals, Electronics and Computing</p> <p>EE- Diagnose faults in battery operated devices C- Model designs using software</p>
3	<p>Textiles</p> <p>Shape using templates; running stitch & colour and decorate textiles</p>	<p>Food</p> <p>Prepare, measure to the nearest gram; follow a recipe & assemble or cook (controlling temp)</p>	<p>Mechanics</p> <p>Scientific knowledge of the transference of forces</p>
4	<p>Construction</p> <p>Choosing suitable techniques to construct and strengthen</p>	<p>Electricals, Electronics and Computing</p> <p>EE- Create series and parallel circuits C- Control and monitor models using software</p>	<p>Materials</p> <p>Cut with precision and refine; qualities of materials</p>
5	<p>Mechanics</p> <p>Convert rotary motion to linear & innovative combinations of electronics and mechanics in product design</p>	<p>Textiles</p> <p>Create objects that employ a seam allowance; use a combination of stitching techniques & create visual and tactile effects</p>	<p>Food</p> <p>Storage and handling; measure accurately; ratio; baking and cooking techniques & create and refine recipes</p>
6	<p>Electricals, Electronics and Computing</p> <p>EE- create circuits</p>	<p>Materials</p> <p>Accurate cutting; measure and mark (mm), cuts within the perimeter of the material, selecting joining techniques</p>	<p>Construction</p> <p>Develop a range of practical skills to create products</p>