

# D&T Curriculum Map

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Module 1	Junk modelling - Making own home	Cooking and nutrition - making healthy sandwiches	Cooking and nutrition - linked to science	Mouldable materials	Design a viking shield	Moldable materials - clay birds
Module 2	Textiles (Puppet Making)	Evaluating processes and products	Textiles- sewing stockings etc	Trojan horses	Create a design from a significant artist past or present. Use a range of tools to create Mission to Mars	Textiles - Tudor Purse
Module 3	Food - Creating food for a coronation party	Can they measure materials to use in a model or structure? Time capsule	Moldable materials- clay	Stiff and flexible sheet materials - design an Anglo-Saxon village	Lantern making. Textiles	Stiff and flexible sheet materials - Air Raid Shelter Cooking and nutrition - Dig For Victory/Cooking
Module 4	Construction - Making a kite	Mechanisms & Construction - animal home	Cooking & nutrition- making pizza	Textiles	Clocktower models	Mouldable materials - model of a river
Module 5	Construction and Cooking - Create bird feeders and animal homes	Textiles-puppets	Pop up - layers of the rainforest	Cooking and nutrition	Enterprise	Protest Art project
Module 6	Stop start animation - Flower that grows	Cooking	Electrical and mechanical components	Electrical and Mechanical Components	Cooking & Nutrition	Electrical and Mechanical Components - link to Science