



# Rotherhithe Primary School Curriculum Map



Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R	Weekly outdoor provision through the year  Focus: Mechanisms  Building Traps for the Ginger Bread Man	Weekly outdoor provision through the year  Focus: Structures  Designing and building shelters	Weekly outdoor provision through the year  Focus: Mechanisms  How do wheels work?	Weekly outdoor provision through the year  Focus: Textiles  Design a cape for Supertato	Weekly outdoor provision through the year  Focus: Structures  Design and build a Bug Hotel	Weekly outdoor provision through the year  Focus: Nutrition  Making Salads (sweet and savoury)



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1		<p><b>Textiles</b></p> <p><u>Puppets of the Little Red Hen characters</u></p> <p>Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating.</p>		<p><b>Mechanisms</b></p> <p><u>Designing and building a moving vehicle.</u></p> <p>Learn about the key parts of a wheeled vehicle, to develop an understanding of how wheels, axles and axle holders work. Design and make a moving vehicle.</p>		<p><b>Cooking and Nutrition</b></p> <p><u>Make a smoothie</u></p> <p>Learn to distinguish between fruit and vegetables and where they grow. Design a fruit and vegetable smoothie and (maybe) accompanying packaging.</p>
2		<p><b>Textiles</b></p> <p><u>Pouches/ sewing/ learning to use a running stitch to join two pieces of fabric</u></p> <p>Learn how to sew a running stitch ready to design, make and decorate a pouch using a template.</p>			<p><b>Structures</b></p> <p><u>Designing a chair for baby bear</u></p> <p>Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use.</p>	<p><b>Cooking and nutrition</b></p> <p><u>Develop a health wrap</u></p> <p>Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to understand a balanced diet to develop a healthy wrap.</p>



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3/ 4		<p><b>Structures</b></p> <p><u>Design a home for the Iron Man</u></p> <p>Design a structure that is strong, stable and aesthetically pleasing. Select appropriate materials and construction techniques to create a stable, free-standing frame structure.</p>		<p><b>Electricity</b></p> <p><u>Torches – designing circuit</u></p> <p>Identify the difference between electrical and electronic products. Evaluate a range of existing torches and their features, then develop a new functional torch design.</p>		<p><b>Cooking and Nutrition</b></p> <p><u>Relationships between food and health benefits</u></p> <p>Learn about various fruits and vegetables, and when, where and why they are grown in different seasons. Discover the relationship between colour and health benefits.</p>



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5/6		<p><b>Electricity</b></p> <p><u>Design a steady hand Game</u></p> <p>Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard.</p>			<p><b>Structures</b></p> <p><u>Design WW2 Shelters Anderson</u></p> <p>Research existing playground equipment and their different forms, before designing and developing a range of apparatus to meet a list of specified design criteria.</p>	<p><b>Cooking and Nutrition</b></p> <p><u>Seasonal food</u></p> <p>Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes. Explore each key ingredient's farm to fork process.</p>



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						<p><b>Textiles - optional</b></p> <p><u>Designing waistcoats</u></p> <p>Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, design, assemble and decorate a waistcoat for a chosen purpose.</p> <p>Fashion unit in English. V &amp; A visit</p>
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