

Rotherhithe Primary School Curriculum Map – Design Technology

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

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1		<p>Textiles</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. Linked to Little Red Hen.</p>		<p>Cooking and Nutrition (STEAM WEEK)</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>		<p>Mechanisms</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. Linked to Princess Smartypants and what her car would be like</p>
2		<p>Textiles</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. Linked to Owl Babies.</p>		<p>Cooking and Nutrition (STEAM WEEK)</p> <p>Develop a health wrap</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>		<p>Structures</p> <p><u>Designing a chair for the Princess.</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. Linked to Princess and the Pea.</p>

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3		Mechanical systems <u>Pneumatic toys</u> <p>Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams. Linked to Anansi the Spider.</p>		Cooking and Nutrition (STEAM WEEK) <p>Eating seasonally</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>		Electrical systems <u>Electric poster</u> <p>Our new electric poster unit introduces children to various forms of 'Information design' before they are briefed to develop an electric museum display based on the Ancient Egyptians.</p>
4/5		Mechanical systems: <u>Pop-up book</u> <p>Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms. Linked to scenes from 'the Piano.'</p>		Cooking and Nutrition (STEAM WEEK) <u>Developing a recipe</u> <p>Our refreshed Y5 cooking and nutrition unit including opportunities for children to learn a simple Bolognese recipe and adapt it to improve nutritional content.</p>		Textiles <u>Stuffed toys</u> <p>Design a stuffed toy and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch. Linked to Ancient Greek Myth</p>
6		Electricity <u>Make a doodler</u>		Cooking and Nutrition (STEAM WEEK) <u>Come dine with me</u>		Digital world: <u>Navigating the world</u>

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		Our Doodlers unit explores series circuits further and introduces motors. Explore how the design cycle can be approached at a different starting point, by investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own.		Building on last year's cooking and nutrition unit including optional opportunities to supplement the 'Come dine with me' project with learning about the basic tastes and complementary flavours.		Design and program a navigation tool to produce a multifunctional device for trekkers using CAD 3D modelling software. Pitch and explain the product to a guest panel.
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