



Cavendish Design and Technology Curriculum Map



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS N		<p>Structures: Junk Modelling 1</p> <p>To explore and investigate the tools and materials in the junk modelling area</p> <p>To investigate different cutting different materials</p> <p>To learn how to plan and select the correct resources needed to make a model</p>		<p>Structures – Boats 1</p> <p>To understand what waterproof means</p> <p>To test whether materials are waterproof</p>		<p>Textiles - Threading and Weaving</p> <p>To develop threading and weaving skills</p>
EYFS R	<p>Structures: Junk Modelling 2</p> <p>To verbally plan and create a junk model</p> <p>To share a finished model and talk about the process in its creation</p> <p>To explore different ways to temporarily join materials together</p>	<p>Cooking and Nutrition: Soup</p> <p>To design a fruit and vegetable recipe</p> <p>To use a knife safely</p> <p>To use tools safely to prepare ingredients</p> <p>To design food packaging</p>		<p>Structures: Boats 2</p> <p>To investigate how the shape and structure of boats affects the way they move.</p> <p>To design a boat.</p> <p>To create a boat based upon their own design</p>		<p>Textiles - Bookmarks</p> <p>Developing fine motor skills through a range of threading activities before moving on to use binka and a needle.</p> <p>Children design a bookmark, considering what to include and why and then follow their designs to complete their bookmarks.</p>
Y1	<p>Cooking and Nutrition - Fruit and Vegetables</p> <p>Handle and explore fruits and vegetables and learn how to identify fruit, before undertaking taste testing to establish chosen ingredients for a smoothie they will make, with accompanying packaging.</p>		<p>Textiles - Puppets</p> <p>Explore different ways of joining fabrics before creating hand puppets based upon characters from a well-known fairytale.</p> <p>Develop technical skills of cutting, glueing, stapling and pinning.</p>		<p>Structures - Windmills</p> <p>Design, decorate and build a windmill for a mouse (client) to live in, develop an understanding of different types of windmill, how they work and their key features.</p> <p>Look at real existing examples and the functions that they carry out.</p>	
Y2		<p>Structures - Baby Bear's Chair</p> <p>Using the tale of Goldilocks and the Three Bears as inspiration, pupils help Baby</p>		<p>Mechanisms - Fairground Wheel</p> <p>Design and create a functional Ferris wheels, consider how the</p>		<p>Mechanisms - Making a Moving Monster</p> <p>After learning the terms: pivot, lever and linkage, pupils design a</p>



Cavendish Design and Technology Curriculum Map



		Bear by making him a brand new chair, exploring different shapes and materials. When designing the chair, they consider his needs and what he likes.		different components fit together so that the wheels rotate and the structure stands freely. Select appropriate materials and develop their cutting and joining skills.		monster that will move using a linkage mechanism. Pupils practise making linkages and experiment with various materials to bring their monsters to life.
Y3	<p>Cooking and Nutrition - Eating Seasonally</p> <p>Pupils discover when and where fruits and vegetables are grown and learn about seasonality in the UK. They look at the relationship between the colour of fruits and vegetables and their health benefits by making three dishes.</p>		<p>Textiles - Cross-Stitching and Applique</p> <p>Introduce two new skills to add to the pupils' repertoire: cross stitch and appliqué. Pupils apply their knowledge to the design, decoration and assembly of their own cushions.</p>		<p>Structures - Constructing a Castle</p> <p>Learning about the features of a castle, pupils design and make one of their own. They will also be using configurations of handmade nets and recycled materials to make towers and turrets before constructing a stable base.</p>	
Y4		<p>Electrical Systems - Torches</p> <p>Pupils apply their scientific understanding of electrical circuits to create a torch made from recycled and reclaimed materials and objects. They design and evaluate their product against set design criteria.</p>		<p>Structures - Pavilions</p> <p>Exploring pavilion structures, learning about what they are used for and investigating how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.</p>		<p>Mechanical Systems - Making a Slingshot Car</p> <p>Transform lollipop sticks, wheels, dowel and straws into a moving car. Pupils use a glue gun to construct, make the launch mechanism, design and create the chassis of a vehicle using nets.</p>
Y5	<p>Structure - Bridges</p> <p>After learning about various types of bridges and exploring how the strength of structures can be affected by the shapes used,</p>		<p>Electrical Systems - Doodlers</p> <p>Explore series circuits further and introduce motors. Explore how the design cycle can be approached at a different starting point, by investigating</p>		<p>Cooking and Nutrition - What could be healthier?</p> <p>Research and modify a traditional bolognese sauce recipe to make it healthier. Cook improved versions,</p>	



Cavendish Design and Technology Curriculum Map



	create their own bridge and test its durability - using woodworking tools and techniques.		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.		creating appropriate packaging and learn about where the ingredients come from and the importance of animal welfare when farming cattle.	
Y6		<p>Digital World - Navigating the World</p> <p>Program a navigation tool to produce a multifunctional device for trekkers.</p> <p>Combine 3D virtual objects to form a complete product concept in 3D computer-aided design modelling software.</p>		<p>Structures - Playground</p> <p>Design and create a model for a new playground featuring five apparatus, made from three different structures.</p> <p>Using a footprint as the base, practise visualising objects in plan view and get creative including natural features.</p>		<p>Mechanical Systems - Automata Tests</p> <p>Use woodworking skills, pupils construct an automata; measuring and cutting their materials, assembling the frame, choosing cams and designing the characters that sit on the followers to form an interactive shop display.</p>

Textiles

Electrical Systems

Mechanical Systems

Digital World

Cooking and Nutrition

Structures