

Curriculum Intent and Breadth Map - DT



Design and Technology is about practical problem solving and using materials available to solve problems in a man-made environment. It is important that Design and Technology instils attitudes in which all children can realise that there is never just one correct solution. The intent is to offer opportunities for children to develop their designing and making skills while combining it with the knowledge and understanding, to produce products. The intent is to begin to develop an understanding of technological processes, products and their manufacture, from mechanisms such as pulleys and levers, life skills such as cooking and textiles to solutions to reducing our carbon footprint using graphics and different software solutions.

		Autumn	Spring	Summer
Key Stage 1	Year 1	Mechanisms: Sliders and levers – pop up card	Structures: Freestanding structure – chairs for the Three little Bears	Food: Preparing fruit and vegetables – layered fruit salad
	Year 2	Mechanisms: Wheels and axels – making a vehicle	Textiles – Templates and joining techniques - glove puppets	Food: Preparing fruit and vegetables - kebabs
Key Stage 2	Year 3	Structures: Shell structures using computer- aided design - Broken Biscuits	Food: Healthy and varied diet - Sandwich Snacks	Textiles: 2d shape to 3d product - making an apron
	Year 4	Food – soups, seasonality	Electrical systems – simple programming and controls	Mechanical systems: Levers – pop up books
	Year 5	Food – Ginger biscuit making for an advent calendar. Celebrating culture and seasonality	Electrical systems: Monitoring and control - Alarming vehicles	Structures: Frame structures - small scale bird hides
	Year 6	Food – Bread Celebrating culture and seasonality	Textiles: Using Computer Aided Design in textiles designer bags	Mechanical systems: Cams, - Mechanisms with a message