

# Curriculum Intent and Breadth Map - DT

**Design Technology Intent** - As designers, the children will develop their knowledge and skills in the areas of **mastering practical skills such as food, textiles and mechanics, designing, making, evaluating and improving** as well as taking inspiration from design throughout history.

		Autumn	Spring	Summer
Key Stage 1	Year 1/2 (Cycle A)	Sliders and levers Moving pictures greetings card/class storybook (Mechanisms)	Wheels and axles Moving vehicles (Mechanisms)	Preparing fruit and vegetables Fantastic Fruit (Cooking & Nutrition)
	Year 1/2 (Cycle B)	Structures Freestanding structures (structures)	Templates and joining Glove puppets (Textiles)	Preparing fruit and vegetables Vegetable salad/kebab (Cooking & Nutrition)
Lower Key Stage 2	Year 3/4 (Cycle A)	Shell structure using CAD <i>Light touch – Shell structures</i> Packaging (Structure)	Healthy and varied diet Healthy snacks (wraps/sandwich/toasties) (Cooking & Nutrition)	Pneumatics Moving Creatures (Mechanical systems)
	Year 3/4 (Cycle B)	Celebrating culture & seasonality Soup (Cooking & Nutrition)	Levers and linkages Card/poster (Mechanical system)	2D shape to 3D product Container (pencil case/purse/wallet) (Textiles)
Upper Key Stage 2	Year 5/6 (Cycle A)	Frame structures Small scale bird hide (Structure)	Simple programming & control <i>Light touch - Simple circuits with switches</i> Night Light (Electrical Systems)	Monitoring and control alarming vehicles (Electrical Systems)
	Year 5/6 (Cycle B)	Celebrating culture and seasonality Bread (Cooking & Nutrition)	Using CAD in textiles Cushions (Textiles)	CAMS or Pulleys or gears Mechanisms with a message (Mechanical systems)