



Wellesbourne Primary and Nursery School

Design Technology Curriculum Map



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>These topics will be taught during the year – the order in which they are taught may change from year to year.</p>	<p>TEXTILES Sewing a hand puppet</p>	<p>FOOD Pizza design: exploring a range of food groups. Using the skills of cutting, chopping and grating.</p>	<p>STRUCTURES AND MECHANISMS Create a moving monster, exploring pneumatics.</p>	<p>ELECTRICITY Create a steady hand game for the Christmas Fair.</p>	<p>TEXTILES Create a stuffed toy using a range of stitches.</p>	<p>ELECTRICITY Create a fairground ride using batteries.</p>
	<p>STRUCTURES AND MECHANISMS Create a rocket using sliders and leavers.</p>	<p>TEXTILES Create a card adding a sewn feature using a simple running stitch to fix two pieces of material together.</p>	<p>TEXTILES Create a cushion, measuring and cutting out material and fixing together.</p>	<p>FOOD Biscuits: create a new biscuit for Jacob's cracker factory.</p>	<p>STRUCTURES AND MECHANISMS Lighthouse Keepers lunch, exploring pulleys and gears.</p>	
	<p>FOOD Preparing fruits and vegetables to make soup</p>	<p>STRUCTURES AND MECHANISMS Build a 3D vehicle exploring wheels and axels</p>	<p>FOOD Sandwiches: making sandwiches for themselves and another class for a Teddy Bears picnic.</p>	<p>TEXTILES Explore a range of fastenings to create a book cover.</p>	<p>FOOD Burgers: create a new burger for a famous burger chain.</p>	<p>FOOD Come Dine with Me: children work in groups to design and make one course of a 3-course meal.</p>