Michael Faraday DT Curriculum Map

	Key Skills		Autumn Cooking and nutrition	Spring Textiles Digital world (KS2) – linked to computing	Summer Mechanisms, Structures Electrical systems
EYFS	Physical Development • Progress towards a more fluent style of moving, with developing control and grace. • Develop their small motor skills so that they can use a range of tools competently, safely and confidently. • Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor Expressive Arts and Design • Explore, use and refine a variety of artistic effects to express their ideas and feelings. • Return to and build on their previous learning, refining ideas and developing their ability to represent them. • Create collaboratively, sharing ideas, resources and skills.		Soup	Bookmarks	Boats
KS1	Design • design purposeful, functional, appealing products for themselves and other users based on design criteria • generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology Make • select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] • select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Evaluate • explore and evaluate a range of existing products • evaluate their ideas and products against design criteria Technical knowledge • build structures, exploring how they can be made stronger, stiffer and more stable • explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. Cooking and Nutrition • use the basic principles of a healthy and varied diet to prepare dishes • understand where food comes from.	Y1	Smoothies	Puppets	M: Making a moving storybook S: Constructing a windmill
		Y2	Balanced Diets	Pouches	M: Making a moving monster S: Baby bear's chair
KS2	Design • use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups • generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design Make • select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately • select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities Evaluate • investigate and analyse a range of existing products • evaluate their ideas and products against their own design criteria and consider the views of others to improve their work • understand how key events and individuals in design and technology have helped shape the world Technical knowledge • apply their understanding of how to strengthen, stiffen and reinforce more complex structures • understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] • understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] • apply their understanding of computing to program, monitor and control their products. Cooking and Nutrition • understand and apply the principles of a healthy and varied diet • prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques • understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	Y3	Eating seasonally	Cross stitch—Cushions Digital world: Wearable technology (Micro:bit)	M: Pneumatic toys S: Constructing a castle E: Electrical posters
		Y4	Adapting a recipe	Fastenings—Book covers Digital world: Mindful moments timer (Micro:bit)	M: Making a slingshot car S: Pavilions E: Torches
		Y5	Designing a recipe	Stuffed toys Digital World: Monitoring devices (Micro:bit)	M: Pop-up book S: Bridges E: Doodlers
		Y6	Come Dine with Me	Waistcoats Digital World: Navigating the world (Micro:bit)	M: Automata toys S: Playgrounds E: Steady hand game