

Falcon Junior School—DT Curriculum Map

				To know about structures (e.g. frame structures – reinforcing a 3D framework).
	3	To know about mechanical systems (e.g. leavers and linkages) and how they create movement.	5	To know about electrical systems (e.g. more complex switches and circuits).
KNOWLEDGE	To Know about structures (e.g. shell structures including computer aided design).	To know about textiles (e.g. 2D shape to 3D product).	To know about mechanical systems (e.g. pulleys/gears and movement).	To know about textiles (e.g. combining different fabric shapes including computer aided design).
	To know about a healthy and varied diet including nutritional requirements.	To know about electrical systems (e.g. simple circuits and switches including programming and control).	To know about celebrating culture and seasonality in food, including cooking and nutritional requirements.	Design Skills
		To know about a healthy and varied diet including nutritional requirements.		I can use surveys, interviews, questionnaires and web resources to research (e.g. research existing products, costs, sustainability and impact). I can identify needs, wants and preferences of consumer. I can generate innovative ideas based around research, taking into account time and resources.
		Design Skills	Design Skills	Making skills
SKILLS/ OBJECTIVES	Design Skills I can research and find out what people want from a product (focus on existing products).	I can develop own design criteria for product. I can plan and design product based on resources.	I can develop design specification to guide thinking. I can identify needs, wants and preferences of consumer.	I can plan a step by step guide. I can accurately assemble and combine materials. I can demonstrate resourcefulness.
	Making Skills I can assemble and combine materials with some accuracy.	Making Skills I can measure, mark out, cut and shape materials with some accuracy. I can strengthen structures with diagonal struts and wide bases.	Making skills I can list tools and equipment required. I can accurately measure, mark out and shape materials.	I can create a 3D textile product using pattern pieces of fabric I can join fabric using over sewing, back stitch, blanket stitch or machine stitching. I can pin and tac fabric.
	Evaluating skills I can refer to my original design.	I can apply aesthetic finishing techniques. I can create a circuit with a bulb or buzzer. I can join fabrics using running stitch, over sewing and back stitch. Add buttons and sequins and understand seam allowance.	I can accurately apply a range of finishing techniques. I can use a hand drill to drill tight and loose fit holes. I can cut wood and dowel accurately.	Evaluating skills I can critically evaluate quality and fitness for purpose.
	Food Skills	Evaluating skills	Evaluating skills	Food skills
	I can follow instructions.	I can evaluate my completed product.	I can evaluate ideas against my original design.	I can adapt a recipe by adding or subtracting ingredients. I can select food for a purpose.
	I can understand needs for balanced diets – combine appropriate ingredients.	Food Skills	Food skills	I can work hygienically and safely.
	I can measure, weigh, chop, mix, peel etc. accurately.	I can use sensory vocabulary and analyse food based on smell, taste and structure. I can work hygienically and safely.	I can taste a range of ingredients to inform my sensory vocabulary. I can weigh and measure using scales. I can work hygienically and safely.	I can show an awareness of a healthy diet.
VOCABULARY	design, structure, mechanical systems, leavers, linkages, textiles, electrical systems, circuits, nutritional requirements, processed food, design criteria, product, accuracy, assemble, strengthen structures, aesthetic, running stitch, over sewing, back stitch, seam allowance, evaluate, sensory, analyse, texture, balanced diet, hygienically. Bird feeders, Egyptian chariots, salads, circuits, lever pictures, Greek pots, Roman shields, Celtic roundhouse villages, Egyptian pyramids, earthquake-proof buildings, Greek masks	design, structure, mechanical systems, leavers, linkages, textiles, electrical systems, circuits, nutritional requirements, processed food, design criteria, product, accuracy, assemble, strengthen structures, aesthetic, running stitch, over sewing, back stitch, seam allowance, evaluate, sensory, analyse, texture, balanced diet, hygienically. Bird feeders, Egyptian chariots, salads, circuits, lever pictures, Greek pots, Roman shields, Celtic roundhouse villages, Egyptian pyramids, earthquake-proof buildings, Greek masks	Reinforcing, framework, pulleys, gears, computer aided design, culture, seasonality, nutrition requirements, sustainability, impact, consumer preferences, design specification, innovative ideas, assemble, finishing techniques, resourcefulness, blanket stitch, machine stitching, pin and tac, dowel, critically evaluate, fit for purpose, adapt, substitute.	
			Moving toys, marble runs, Anglo-Saxon villages, tortillas, bridges, soft toys, fairgrounds, Bread of the Dead and hot chocolate recipes, roller-coasters	Moving toys, marble runs, Anglo-Saxon villages, tortillas, bridges, soft toys, fairgrounds, Bread of the Dead and hot chocolate recipes, rollercoasters