



Design Technology – Curriculum Map

	Area of DT	Topic	Building on	Preparing for
Penguins EYFS	Structures	Junk Modelling - Vehicles		Constructing Windmills (Year 1)
	Cooking and nutrition	Animal themed café		Fruit and vegetables (Year 1)
Turtles Year 1	Structures	Constructing Windmills	Junk modelling (EYFS)	Baby Bear's Chair (Year 2)
	Textiles	Puppets		Pouches (Year 2)
	Cooking and nutrition	Fruit and vegetables	Animal themed café (EYFS)	Eating seasonally (Year 3/4)
Dolphins Year 2	Structures	Baby Bear's Chair	Constructing Windmills (Year 1)	Pavilions (Year 3/4)
	Textiles	Pouches	Puppets (Year 1)	Cushions (Year 3/4)
	Mechanisms/ mechanical systems	Fairground Wheel		Pneumatic Toys (Year 3/4)

Seahorses Year 3/4	Structures	Pavilions	Baby Bear's Chair (Year 2)	Buildings (Year 5/6)
	Textiles	Cushions	Pouches (Year 2)	Stuffed Toy (Year 5/6)
	Mechanisms/ mechanical systems	Pneumatic Toys		Making a Pop-Up Book (Year 5/6)
	Cooking and nutrition	Eating Seasonally	Fruit and Vegetables	Come Dine with Me (Year 5/6)
	Electrical systems	Torches		Steady Hand Game (Year 5/6)
	Digital world	Electronic Charm		Navigating the World (Year 5/6)
Sharks Year 5/6	Structures	Buildings	Pavilions (Year 3/4)	
	Textiles	Stuffed Toy	Cushions (Year 3/4)	
	Mechanisms/ mechanical systems	Making a Pop-Up Book	Pneumatic Toys (Year 3/4)	
	Cooking and nutrition	Come Dine with Me	Eating Seasonally (Year 3/4)	
	Electrical systems	Steady Hand Game	Torches (Year 3/4)	
	Digital world	Navigating the World	Electronic Charm (Year 3/4)	