DT Cycle B Curriculum Map

School Leavers

Pavilions; explore structures; design development, raming, cladding

Electronics: torches: electrical production; torch investigation; design and make own

Adapting a recipe; following recipe; testing ingredients; final design; biscuit bake-off

KS2

Mechanisms: making a monster - pivots, levers and linkages.

Fairground Wheel; Ferris wheel design; frames, wheel, pods, decoration

A balanced diet: hidden sugar in drinks; taste testing; design and make a wrap; make and evaluate

KS1

Reception: Return to and build on their previous learning, refining ideas and developing their ability to represent them.

Create collaboratively, sharing ideas, resources and skills.

Reception:
Safely, competently and confidently use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

Share their creations, explaining the process they have used.

EYFS

Reception: Develop their small motor skills so that they can use a range of tools.

Explore, use and refine a variety of artistic effects to express their ideas and feelings.

Nursery: Develop their own ideas and then decide which materials to use to express them.

Create closed shapes with continuous lines, and begin to use these shapes to represent objects.

Use one-handed tools and equipment, for example, making snips in paper with scissors.

Nursery: Make imaginative and complex 'small worlds' with blocks and construction kits.

Explore different materials freely, in order to develop their ideas about how to use them and what to make.

Nursery: Select and use activities and resources, with help when needed. Helping them to achieve a goal they have chosen or one which is suggested to them.

Use large-muscle movements to wave flags and streamers, paint and make marks.

Explore how things work.