

# Curriculum Map

## Design Technology - Our Why?

The aim of Design Technology at Abbey school is to develop creative, technical, and practical skills that are required to perform everyday tasks confidently and participate successfully in an increasingly technological world. Build and apply a repertoire of knowledge, understanding of skills that will enable them to evaluate, design and make high quality prototypes and products that are suitable for a wide range of users. Knowledge and skills through the grades and steps driven by topic every half term that uses the 4 corners of Engage, Develop, innovate and Express to embed learning.

## Big Ideas connected to our DT curriculum

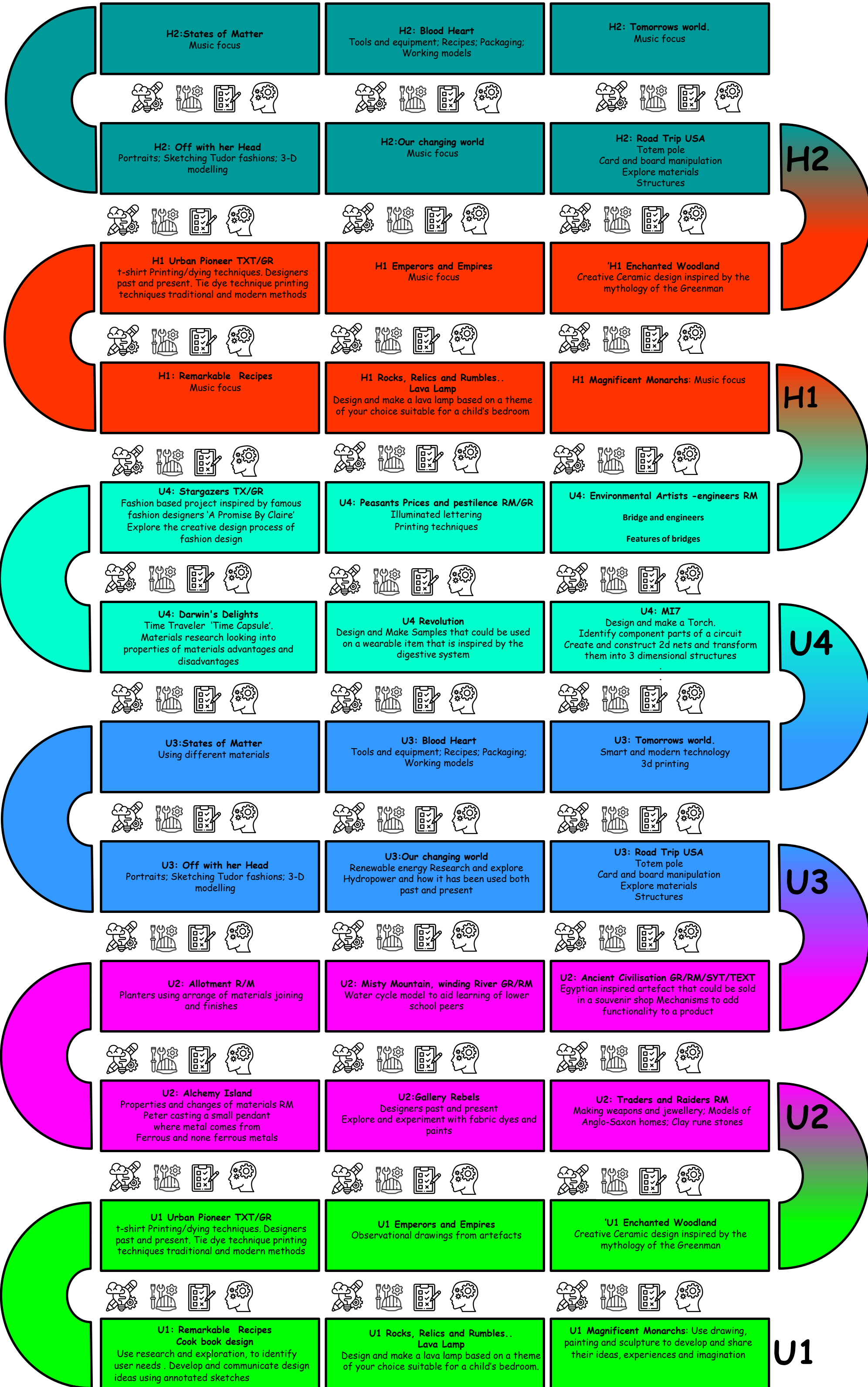


## Substantive Concepts of our DT Curriculum

Design		develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
Make		To build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
Evaluate		Understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically valid questions and create their own structured accounts, including written narratives and analyses..
Technical Knowledge		To know the origin of materials and the sustainability of it.



# Curriculum Map Upper School and Horizon Hub





# Curriculum Map Lower School



**Rocks, relics and rumbles RM/SY**  
**Lava Lamp**  
 Design and make a lava lamp based on a theme of your choice suitable for a child's bedroom

**Predator**  
**What is hybrid?**  
 Explore the magical world of mythical creatures. Develop a character for a computer game/film or book.

**Urban Pioneer TXT/GR**  
 t-shirt Printing/dyeing techniques. Designers past and present. Explore and experiment with fabric dyes and paints Tie dye technique printing techniques traditional and modern methods



**L6: Eat well cook well**  
**Mixed Media Menu design**

**L6: Gods and Mortals**  
 3-D sculpture; Greek art and design

**L6: Spirit**  
 Design a new logo for the Olympics using a range of materials

L6



**L5: Wriggle and Crawl**  
 Observational drawing; Model making

**L5: Coastline**  
 Materials and techniques

**L5: Muck, Mess and Mixtures**  
 Printing; Food landscapes; Mixed media pictures and collages; Colour mixing; Using clay



**L5: Towers Tunnels and Turrets Structures**  
 investigate Natural and manmade structures Develop ways of strengthening and supporting structures to make stable

**L5 Beat Bang Boogie RM/GR/SY**  
 working with materials tools and equipment

**L5 Bounce LOGO**  
 Develop design using simple CAD Design and develop ideas incorporating CAD/CAM Modern printing methods

L5



**L4: Paws claws and whiskers**  
 Mechanisms and motions- Moving animals Working with a range of materials to create NETs and construct 3D shapes. Understand simple mechanisms and motions.

**L4: Our Wonderful World (GR)**  
 Structures Identify and understand Natural and manmade structures Recognise 2D and 3D Build complex structures from geometric shapes

**L4: Rio Da Vida (TXT)**  
 Head dress/masks Pattern cutting and creating Decorative techniques such as applique Joining and finishing techniques



**L4 Enchanted woodland (txt)**  
 Traditional and modern printing and mark making techniques using finds from the woodland area

**L4: Memory box (GR Work/RM)**  
 Working tools and equipment

**L4: TEAM**  
 Develop design using simple CAD Design and develop ideas incorporating CAD/CAM Modern printing methods

L4



**L3: Why don't snakes have legs? Txt**  
 Paper and card folding s 2d and Colours [3d structures Explore and experiment with a range of materials

**L3: Plant Parts - How does it grow?**  
 Sustainable picnic packaging

**L3: Can you build it?**  
 Famous structures from around the world. Structures and forces Stability



**L3: Puppets and Popups big Question Who is watching?**  
 Creating sunglasses

**L3: Winter Wonderland**  
 Working with a range of materials tools and equipment. Creating props for the school winter wonderland

**L3: Marvelous machines**  
 Introduction to H&S in the workshop an Safely use and explore materials tools and techniques

L3



**L2: Lets Explore**  
 Exploring textures and pattern

**L2: Sunshine and Sunflowers**  
 Brighten someone's day with a sunflower Paper/card craft Cutting shaping and folding 2D and 3d structures

**L2: Ready, Steady Grow**  
 Plant pots Introduction to the Vacuum former -HIP'S Plastic Mould own plant pot



**L2: Shadows and reflection RM**  
 Puppet show Patterns Symmetry Creating silhouettes from shadows construction

**L2: Chop slice and Mash TXT/GR**  
 Explore a range of Printing techniques exploring food 2D and 3D Structure Simple Joining techniques used in textiles

**L2: Sparkle and shine**  
 Explore materials, tools and techniques developing fine motor skills through

L2



**L1: Animal safari**  
 Explore structures in nature Begin to identify similarities and differences Gain understanding of structures and their purpose- Share ideas and resources

**L1: Creep, Crawl and Wriggle**  
 Learn about Structures in nature Explore a variety of materials tools and techniques Create simple 2D and 3D structures

**L1: On The Beach**  
 Observations through sense Capture areas of interest -photography, sketch, rubbings



**L1: Big Wide World**  
 Continue to develop fine motor skills Begin to select materials, tools and equipment

**L1: Stories and Rhymes**  
 Begin to build and construct structures

**L1: Me and My Community- What is a friend?**  
 Develop Fine motor skills Explore and experiment with a range materials , tools and techniques

L1