

# Design and Technology Curriculum Map Overview 2023-2024

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3				<p><b><u>Design, Make, Technical Knowledge, and Evaluate-</u></b> Children will create pop-up books, to narrate GBSJ's journey in saving some of the local WW2 shelters.</p> <p><b><u>Make, Evaluate and Cooking and Nutrition</u></b> Inspired by rationed food items from the world war, children will create a recipe.</p>		
Year 4	<p><b><u>Design and Evaluate</u></b> Using Tinker CAD, children will design a bin that encourages children to throw their litter in the bin.</p>	<p><b><u>Design, Make, Technical Knowledge and Evaluate</u></b> Children will use sewing skills to create and sell products, with proceeds being donated to a chosen charity project.</p>			<p><b><u>Design, Make, Technical Knowledge and Evaluate</u></b> Using knowledge of circuits and exploring many practical skills, the children will create buzz wire games.</p>	
Year 5				<p><b><u>Design, Make, Technical Knowledge and Evaluate</u></b> In the context of farming, the children will be exploring the layout of a farm, drawing scaled designs using a specification and designing and making a product using mechanisms.</p>	<p><b><u>Design, Make, Cooking and Nutrition and Evaluate</u></b> In teams, children will use cooking skills to create a recipe, using items that can be found at a foodbank.</p>	
Year 6					<p><b><u>Design, Make, Technical Knowledge and Evaluate</u></b> In teams, children will create soap box derby buggies, which will be enrolled into the Yr6 Soap Box Derby competition. Children will use Tinker CAD to design their team logo, coding to programme their buggies and sewing to create their team mascots.</p>	