



## Design Technology Curriculum Map

### Design Technology Intent

By the time our children leave Woodside, we aim for them to be able to: considering culture and society and use research to form their plans and ideas; follow and refine plans; justify their decisions and work within a budget. They will know how to use a range of tools and equipment competently, in order to make prototypes and final versions; and evaluate their product against clear criteria. These skills will provide the foundations for our designers of the future.

	Autumn	Spring	Summer
Year 1	Mechanisms – Sliders and Levers Moving Pictures	Structures Furniture	Food Layered Fruit Dish
Year 2	Mechanisms – Wheels and Axles Vehicles	Food Preparing Vegetables	Textiles Glove Puppet
Year 3	Structures Shell Structures using CAD	Food Sandwich Snacks	Textiles Apron
Year 4	Food Soups	Mechanical Systems Levers and Linkages	Electrical Systems Simple Programming and Control
Year 5	Food Celebrating Culture and Seasonality	Structures Frame Structures	Electrical Systems Monitoring and Control
Year 6	Food Celebrating Culture and Seasonality	Textiles Designer Bag	Mechanical Systems Cams, Pulleys and Gears