

DT Subject Road Map

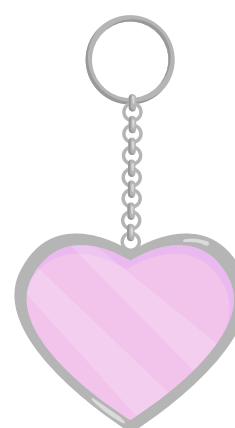
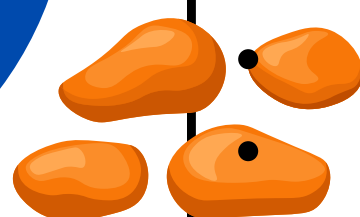


PARK LANE
PRIMARY SCHOOL

Continuing
into
Secondary
School

Practical Food Technology
Lessons include making:

- Fruit Salad
- Flapjacks
- Crumble
- Chicken Nuggets



Prototype
Development -
Making an Acrylic
Keyring

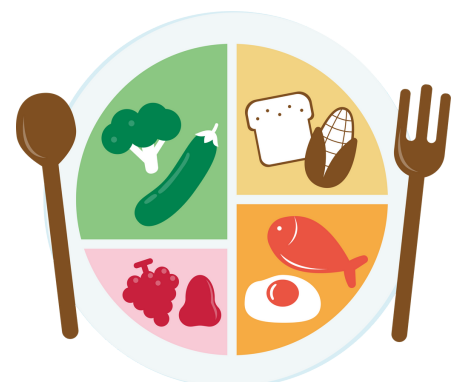
Exploring Materials
and Their Working
Properties

FOOD
SAFETY

Food Technology

Design and Technology

Food Safety and
Temperatures



Focusing on Food
Groups and the
Eatwell Guide

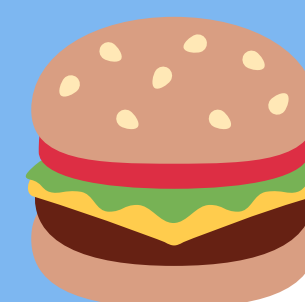
Designing and
Making a Desk Tidy



Year 7

Explore nutritional information about burgers.
Children will develop an understanding of how to
make burger patties, sauces, sides and burger buns.
Design, create and evaluate a burger.

Burgers



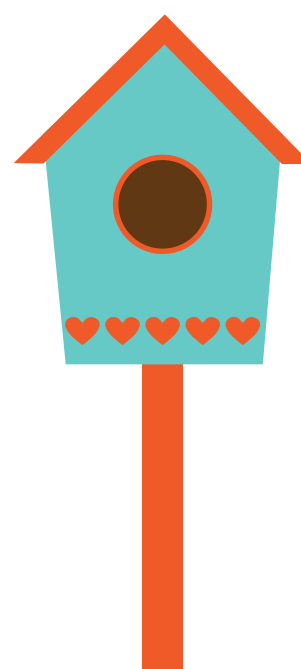
**Programming
Pioneers**

Year 6

Children to use
technology for computer
system controls with a
pelican crossing and
monitoring a house.



Bird House Builders



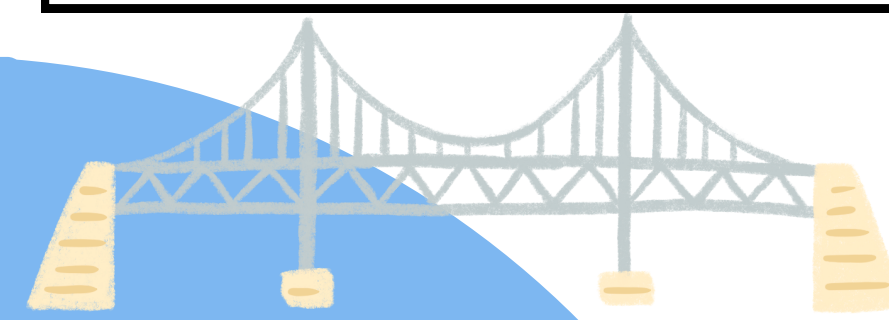
Investigate bird houses.
Children to practise wood
work skills and then design
and make a house for a
specific bird. Evaluate, make
predictions and promote the
final product.



GRIFFIN
SCHOOLS
TRUST

Exploring stable structures including pillars, beams, trusses and arches. Design, create, evaluate and analyse the final product.

Developing an understanding of China's greatest inventions including gunpowder, the compass and paper making. Children will also design, create and evaluate a kite.



Building Bridges

Year 5

Chinese Inventions

Investigate stable structures and materials suitable for this. Design, make and evaluate a mini greenhouse



Making Mini Greenhouses

Seasonal Food



Children will explore British ingredients, seasonal fruits and vegetables in Britain and develop an understanding about how meat and fish can be used in healthy meals.

Investigate and explore British inventions such as the telephone, the World Wide Web, the mackintosh and concrete. Reflect on the impact inventions have on our lives.



British Inventors

Storybooks



Year 3

Exploring moving/ pop out parts of a book. Designing pages of a story book with moving mechanisms. Evaluating the effectiveness.

Investigate and analyse illuminated signs. Select and use tools, equipment and materials to create an illuminated sign.

Light-Up Signs

LIVE

Fashion & Textiles



Analyse items made using textiles and how they are joined and decorated. Design and create a draw string bag.

Design, create and evaluate a Christmas stocking. Learn different types of stitch and how to add decorations to a piece of fabric.



Seasonal Stockings

Investigate vehicles including wheels, axles and chassis. Design, create and evaluate their own car.

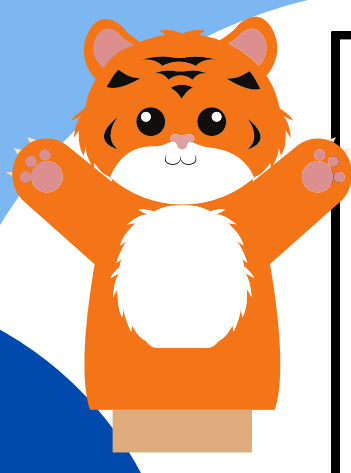


Vehicles

Perfect Pizzas



Puppets



Investigating puppets and then designing, creating and evaluating their own finger puppet. Children to develop sewing skills.

Exploring food groups and evaluating food products. Children will then design a balanced, healthy pizza.

Year 2

Design, plan, create and evaluate a stable structure such as a car garage.



Moving Minibeasts

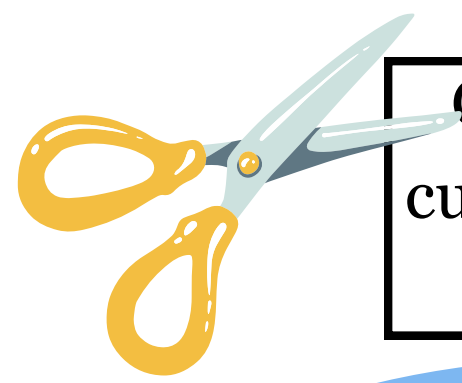


Looking at mechanisms such as levers, pivots, wheels, sliding and moving mechanisms. Children will be creating a mini-beast themed moving picture

Stable Structures

Design, create and evaluate a fruit or vegetable salad. Children to develop chopping skills.

Eating More Fruits & Vegetables

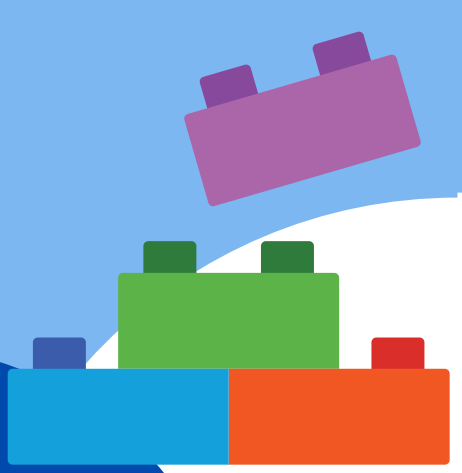


Children also begin to practise cutting paper and card to develop scissor skills.

Year 1

The Foundation of DT Core Skills

Early Years



They also use various construction resources to develop their problem-solving skills and begin to build, evaluate and improve their models.

In Early Years, children create open-ended products to support their imaginative play including making castles or cars out of large boxes/ recyclable materials.

