

Sledmere Primary School Design and Technology Curriculum Map

Overview:

This curriculum map outlines the progression of skills in the areas of Build, Cook, and Sew across year groups, ensuring a balanced and comprehensive learning experience for students at Sledmere Primary School. Each academic year is divided into three terms, with a focus on one area per term.

Year	Term	Focus Area	Skills	Projects
Year 1	Autumn	Cook	Basic cutting, mixing, following simple recipes	Jam Tarts and Mince Pies, Dips and Vegetables
	Spring	Sew	Introduction to basic sewing techniques	Animal Sock Puppets
	Summer	Build	Understanding wheels and axles	Vehicles
Year 2	Autumn	Cook	Dough preparation, assembling ingredients	Pizza, Gingerbread
	Spring	Sew	Developing basic sewing skills for functional items	Pencil Cases
	Summer	Build	Understanding simple mechanisms (levers and sliders)	Moving Pictures
Year 3	Autumn	Sew	Fine motor skills development, creating small textile items	Keyrings and Decorations
	Spring	Build	Advanced paper engineering techniques	Pop-up Books
	Summer	Cook	Making fresh pasta, understanding bread-making, churning butter	Pasta, Bread and Butter
Year 4	Autumn	Sew	Sewing larger textile projects, focus on patterns and stitching	Cushions
	Spring	Build	Exploring complex mechanisms and construction techniques	Moving Miniature Playgrounds
	Summer	Cook	Baking and fruit preparation, understanding various cooking methods	Apple Crumble, Ratatouille and Couscous
Year 5	Autumn	Build	Designing and constructing toys with cam mechanisms	Cams Toys
	Spring	Cook	Bread-making with flatbreads, exploring different baking techniques	Pitta Bread, Honey Cake
	Summer	Sew	Creating functional textile products, focus on durability and usability	Bags
Year 6	Autumn	Build	Designing and constructing water play installations	Waterwalls
	Spring	Cook	Preparing a variety of small dishes, emphasizing flavor combinations and presentation	Mezze
	Summer	Sew	Encouraging creativity and sustainability by transforming old garments into new fashion items	Upcycling Fashion

Progression of Skills:

Our structured approach ensures that students build on their skills year by year, becoming proficient in the key areas of Design and Technology while fostering creativity and practical problem-solving abilities.

Focus Area	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Build	Basic construction techniques (wheels and axles)	Simple mechanisms (levers and sliders)	Advanced paper engineering techniques	Complex mechanisms and construction techniques	Designing and constructing with cam mechanisms	Designing and constructing water play installations (fluid dynamics and structural integrity)
Sew	Basic sewing techniques	Developing basic sewing skills	Fine motor skills for small textile items	Sewing larger projects (patterns and stitching)	Creating durable and usable textile products	Upcycling and sustainability in fashion
Cook	Basic cutting, mixing, following simple recipes	Dough preparation, assembling ingredients	Making fresh pasta, bread-making, churning butter	Baking, fruit preparation, various cooking methods	Bread-making (flatbreads), different baking techniques	Preparing small dishes (flavour combinations and presentation)

