

# **Design Technology Curriculum Map**

### Dragon's Den



To be able to explain why the processes of preparation are being made and evaluate their final dish, taking into consideration the taste, Cooking presentation, cooking time...

Research inventors to find innovative products. Generate, develop and model ideas within a group using sketches. Use problem solving and knowledge of material which are best to use to make a prototype of their product. Evaluate ideas and consider views of others.

## **Pottery**

To plan, design and evaluate pottery pieces. Use a rolling pin to shape, measure and build more 3D clay pieces using slipping and scoring techniques.

### Roller Coaster



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Using a plan oversee making a product. Carefully and precisely making measurements for oins and construction, using a range of tools. Evaluate ideas and isten to others in order to make

### Greek Vases

To use knowledge of existing designs and create a Greek vase using a balloon and shaped cardboard for further design. Paper mache vase and create Greek patterns to paint over vase.

### Pottery

To begin making 3D pottery pieces by adding extra features through measuring, moulding and slipping together several parts. Evaluating work and making suitable changes.





### Cooking

Begin to measure and weigh ingredients more precisely to the nearest gram and milliliters. To use a range of preparation techniques more effectively.

# **Egyptian God** Masks

appropriate

changes.



DT project - To design, problem solve a new product which will benefit lives when living on a new planet. Gather and make using relevant materials and evaluate end product. Weaving



Using yarn to wrap around two sticks and then weave in between using a variety of colours.



To add extra detail to pinch pots by scoring and slicking to allow extra clay designs to fuse to the pot.



**Totem Poles** 





Cooking

Design, sketch and colour a plan. Use craft materials to make design.

To begin using a range of techniques such as mashing, whisking, crushing, grating, cutting, kneading and baking.

# Stone Age **Britain**



# Pottery



To begin making simple pinch pots. Shaping the clay into a sphere shape and using the pinching technique to make a bowl.





# Cooking

Learn about where, where and how food is grown. Make savoury dishes safely following rules and preparation demonstrations.

a needle and learn basic sewing techniques (running stitch cross stitch) to make a Viking design.

PHURALIMAN

Learn to thread

Vikings Sewing

Weaving – to design, measure, cut and weave material effectively, making patterns.