



Curriculum Map

Design Technology - Our Why?

The aim of Design Technology at Abbey school is to develop creative, technical, and practical skills that are required to perform everyday tasks confidently and participate successfully in an increasingly technological world. Build and apply a repertoire of knowledge, understanding of skills that will enable them to evaluate, design and make high quality prototypes and products that are suitable for a wide range of users. Knowledge and skills through the grades and steps driven by topic every half term that uses the 4 corners of Engage, Develop, innovate and Express to embed learning.

Big Ideas connected to our DT curriculum



Substantive Concepts of our DT Curriculum

Design		develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
Make		To build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
Evaluate		Understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically valid questions and create their own structured accounts, including written narratives and analyses..
Technical Knowledge		To know the origin of materials and the sustainability of it.



Curriculum Map Upper School and Horizon Hub

H2: States of Matter
Using different materials



H2: Blood Heart
Tools and equipment; Recipes; Packaging; Working models



H2: Tomorrows world.
Smart and modern technology
3d printing



H2: Off with her Head
Portraits; Sketching Tudor fashions; 3-D modelling



H2: Our changing world
Renewable energy Research and explore
Hydropower and how it has been used both
past and present



H2: Road Trip USA
Totem pole
Card and board manipulation
Explore materials
Structures



H2

H1 Urban Pioneer TXT/GR
t-shirt Printing/dying techniques. Designers
past and present. Tie dye technique printing
techniques traditional and modern methods



H1 Emperors and Empires
Observational drawings from artefacts



'H1 Enchanted Woodland
Creative Ceramic design inspired by the
mythology of the Greenman



H1: Remarkable Recipes
Cook book design

Use research and exploration, to identify
user needs . Develop and communicate design
ideas using annotated sketches



H1 Rocks, Relics and Rumbles..
Lava Lamp

Design and make a lava lamp based on a theme
of your choice suitable for a child's bedroom



H1 Magnificent Monarchs: Use drawing,
painting and sculpture to develop and share
their ideas, experiences and imagination



H1

U4: Stargazers TX/GR
Fashion based project inspired by famous
fashion designers 'A Promise By Claire'
Explore the creative design process of
fashion design



U4: Peasants Prices and pestilence RM/GR
Illuminated lettering
Printing techniques



U4: Environmental Artists -engineers RM

Bridge and engineers
Features of bridges



U4: Darwin's Delights
Time Traveler 'Time Capsule'.
Materials research looking into
properties of materials advantages and
disadvantages



U4 Revolution
Design and Make Samples that could be used
on a wearable item that is inspired by the
digestive system



U4: MI7
Design and make a Torch.
Identify component parts of a circuit
Create and construct 2d nets and transform
them into 3 dimensional structures



U4

U3: States of Matter
Using different materials



U3: Blood Heart
Tools and equipment; Recipes; Packaging;
Working models



U3: Tomorrows world.
Smart and modern technology
3d printing



U3: Off with her Head
Portraits; Sketching Tudor fashions; 3-D
modelling



U3: Our changing world
Renewable energy Research and explore
Hydropower and how it has been used both
past and present



U3: Road Trip USA
Totem pole
Card and board manipulation
Explore materials
Structures



U3

U2: Allotment R/M
Planters using arrange of materials joining
and finishes



U2: Misty Mountain, winding River GR/RM
Water cycle model to aid learning of lower
school peers



U2: Ancient Civilisation GR/RM/SYT/TEXT
Egyptian inspired artefact that could be sold
in a souvenir shop Mechanisms to add
functionality to a product



U2: Alchemy Island
Properties and changes of materials RM
Peter casting a small pendant
where metal comes from
Ferrous and none ferrous metals



U2: Gallery Rebels
Designers past and present
Explore and experiment with fabric dyes and
paints



U2: Traders and Raiders RM
Making weapons and jewellery; Models of
Anglo-Saxon homes; Clay rune stones



U2

U1 Urban Pioneer TXT/GR
t-shirt Printing/dying techniques. Designers
past and present. Tie dye technique printing
techniques traditional and modern methods



U1 Emperors and Empires
Observational drawings from artefacts



'U1 Enchanted Woodland
Creative Ceramic design inspired by the
mythology of the Greenman



U1: Remarkable Recipes
Cook book design

Use research and exploration, to identify
user needs . Develop and communicate design
ideas using annotated sketches



U1 Rocks, Relics and Rumbles..
Lava Lamp

Design and make a lava lamp based on a theme
of your choice suitable for a child's bedroom.



U1 Magnificent Monarchs: Use drawing,
painting and sculpture to develop and share
their ideas, experiences and imagination



U1



Curriculum Map Lower School



Rocks, relics and rumbles RM/SY
Lava Lamp
Design and make a lava lamp based on a theme of your choice suitable for a child's bedroom



Predator
What is hybrid?
Explore the magical world of mythical creatures. Develop a character for a computer game/film or book.



Urban Pioneer TXT/GR
t-shirt Printing/dyeing techniques. Designers past and present. Explore and experiment with fabric dyes and paints Tie dye technique printing techniques traditional and modern methods



L6: Eat well cook well
Mixed Media Menu design



L6: Gods and Mortals
3-D sculpture; Greek art and design



L6: Spirit
Design a new logo for the Olympics using a range of materials

L6



L5: Wriggle and Crawl
Observational drawing; Model making



L5: Coastline
Materials and techniques



L5: Muck, Mess and Mixtures
Printing; Food landscapes; Mixed media pictures and collages; Colour mixing; Using clay



L5: Towers Tunnels and Turrets Structures
investigate Natural and manmade structures
Develop ways of strengthening and supporting structures to make stable



L5 Beat Bang Boogie RM/GR/SY
working with materials tools and equipment



L5 Bounce
LOGO
Develop design using simple CAD Design and develop ideas incorporating CAD/CAM Modern printing methods

L5



L4: Paws claws and whiskers
Mechanisms and motions- Moving animals
Working with a range of materials to create NETs and construct 3D shapes. Understand simple mechanisms and motions.



L4: Our Wonderful World (GR)
Structures Identify and understand Natural and manmade structures
Recognise 2D and 3D Build complex structures from geometric shapes



L4: Rio Da Vida (TXT)
Head dress/masks
Pattern cutting and creating
Decorative techniques such as applique
Joining and finishing techniques



L4 Enchanted woodland (txt)
Traditional and modern printing and mark making techniques using finds from the woodland area



L4: Memory box (GR Work/RM)
Working tools and equipment



L4: TEAM
Develop design using simple CAD Design and develop ideas incorporating CAD/CAM Modern printing methods

L4



L3: Why don't snakes have legs? Txt
Paper and card folding s
2d and Colours [3d structures
Explore and experiment with a range of materials



L3: Plant Parts - How does it grow?
Sustainable picnic packaging



L3: Can you build it?
Famous structures from around the world.
Structures and forces
Stability



L3: Puppets and Popups big Question Who is watching?
Creating sunglasses



L3: Winter Wonderland
Working with a range of materials tools and equipment. Creating props for the school winter wonderland



L3: Marvelous machines
Introduction to H&S in the workshop an
Safely use and explore materials tools and techniques

L3



L2: Lets Explore
Exploring textures and pattern



L2: Sunshine and Sunflowers
Brighten someone's day with a sunflower
Paper/card craft
Cutting shaping and folding
2D and 3d structures



L2: Ready, Steady Grow
Plant pots
Introduction to the Vacuum former -HIP'S
Plastic
Mould own plant pot



L2: Shadows and reflection RM
Puppet show
Patterns Symmetry
Creating silhouettes from shadows
construction



L2: Chop slice and Mash TXT/GR
Explore a range of Printing techniques
exploring food
2D and 3D Structure
Simple Joining techniques used in textiles



L2: Sparkle and shine
Explore materials, tools and techniques
developing fine motor skills through

L2



L1: Animal safari
Explore structures in nature
Begin to identify similarities and differences
Gain understanding of structures and their purpose-
Share ideas and resources



L1: Creep, Crawl and Wriggle
Learn about Structures in nature
Explore a variety of materials tools and techniques
Create simple 2D and 3D structures



L1: On The Beach
Observations through sense
Capture areas of interest -photography,
sketch, rubbings



L1: Big Wide World
Continue to develop fine motor skills
Begin to select materials, tools and equipment



L1: Stories and Rhymes
Begin to build and construct structures



L1: Me and My Community- What is a friend?
Develop Fine motor skills
Explore and experiment with a range materials , tools and techniques

L1