



**Sherdley Primary School 2022-23**

**DT** Curriculum Map

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|  | **Autumn** | **Spring** | **Summer** |
| Pre-school | **3D Art**  To explore 2D and 3D structures  Autumn pictures- make an arrangement or shape  Structures with natural materials.  Making pumpkin faces in the playdough.  Potato Man faces – using different features.  Making their own stickman with playdough. | **3D Art**  Making a cave  To start attaching 2D and 3D materials  To make enclosures with construction kits  Easter baskets  Paper plate ducks  Making beanstalks  Attaching boxes  Making playdough lily pads for the frogs.  Making eggs and beanstalks with the playdough. | **3D Art**  Building animal homes  To think about how they may use materials  To make imaginative and complex buildings and models  Making houses for the pigs using masking tape.  Making simple models and talking about them  Making houses with the playdough. |
| Reception | **3D Art**  Making towers – tall and short with the various construction kits.  Making owls with the junk materials.  Rolling eggs with the playdough  Making brooms with the construction kits.  To make a Truly Magnificent Broom with the large blocks with a group that they can all sit on.  Rolling and folding paper to make their own broomstick.  Manipulating playdough –brooms by rolling into a sausage shapes.  Making 3D baubles for the Christmas Tree – cutting shapes, folding them and gluing them together.  Making paper chains – manipulating the paper to make links and attaching them, together. | **3D Art**  Create their own 3D maps with boxes for the gingerbread man’s route.  Make a big gingerbread house outside with the large construction blocks.  Junk boxes for the gingerbread house.  Create farm buildings using wooden blocks.  Curling paper to make the little red hen.  Toilet roll characters.  Use clay to make beads for a necklace.  Use clay to create a simple pot – thumb pot.  Making paper plate – animal faces focusing on their features.  Making a musical shaker. | **3D Art**  Make their own mini beast using junk materials.  Make their own sea creature using any materials.  Creating fans and making fan fish using this technique. |
| Year 1 | **DT Strand: Texture**   * Create simple weaving products and samples. * Sort materials according to specific qualities. * Know and recognise how textiles create products. * Use materials to make a known object for purpose. | **DT Strand: Form/Cooking & Nutrition**   * Use a range of basic skills to prepare a simple dish for purpose. | **DT Strand: Form**   * Use materials to make a known object for purpose. * Make simple constructions with a range of materials. Create these products for purpose using a range of techniques * Carve, pinch and roll coils and slabs using modelling media. **(Printing)** * Make simple joins on a product using cutting, shaping, joining and finishing. |
| **Suggested materials**  Wheels & Axels |
| Year 2 | **DT Strand: Form/Cooking & Nutrition**   * Use a range of basic skills such as knife skills, rolling, peeling, mixing and chopping to create a simple dish for purpose. | **DT Strand: Texture/Form**   * Use large eyed needles to create a simple running stitch. * Start to explore different stitches * Make simple constructions with a range of materials. Create these products for purpose using a range of techniques. | **DT: Texture/Form**   * Begin to develop simple applique work. * Shape and form from direct observation using malleable and rigid materials. * Replicate patterns and textures in 3D form using the inspiration of other artists and sculptors. **(Printing)** * Develop and awareness and understanding of natural and man-made forms. |
| **Suggested materials**  Sliders & Levers |
| Year 3 | **DT Strand: Form**  Pneumatic monsters   * Plan and develop products by sketching, cutting, attaching and adding simple adjustments * Develop and use a range of methods of construction | **DT Strand: Texture**  Batik   * Create work using tie dying and batik **(Printing)** * Shape and form more complex work from direct observation using malleable and rigid materials. * Creating products for purpose * Develop and use a range of adhesives | **DT Strand: Cooking & Nutrition**   * Create a healthy dish by understanding the components of a healthy balanced dish. |
| **Suggested materials**  Levers, Linkages and pulleys. |
| Year 4 | **DT Strand: Cooking & Nutrition/Texture**   * Create a healthy series of dishes using various cooking techniques such as baking. * Use a wider variety of stitches to create pattern and join simple textiles. * Observation and design of textural art**. (Printing)** | **DT Strand: Form**   * Analyse and interpret environmental and man-made patterns of construction. * Discuss and record own work and the work of other famous sculptors. | **DT Strand: Texture/Form**   * Create products for purpose to create movement and transfer media. * Compare different fabrics and materials and discuss their most appropriate uses. |
| **Suggested materials**  Gears & Pulleys |
| Year 5 | **DT Strand: Cooking & Nutrition/Form**   * Create a predominantly savoury dish understanding the concept of seasonality and using a range of cooking skills. * Discuss and evaluate the work of other sculptors (using various media including ICT) | **DT Stand: Form**   * Plan, develop ideas using shape, form model and joins to create final pieces. | **DT Strand: Texture**   * Select and use appropriate materials to embellish a range of work. * Use stories, music and poems as stimuli for a range of textural pieces. **(Printing)** * Create products using different textiles and fabrics. |
|  | **Suggested materials**  Switches & Bulbs |
| Year 6 | **DT Strand: Form**   * Plan and develop ideas using modelling – use ICT to plan and draft ideas. * Discuss, interpret and evaluate the work of other sculptors and use this as inspiration for their own work | **DT Strand: Cooking & Nutrition/Texture**   * Understand how ingredients are grown, reared, caught and processed. Create a savoury meal using a range of cooking skills. * Develop experience in embellishing fabrics and textiles. * Work collaboratively on a larger scale to create different effects. | **DT Strand: Form**   * Create products for a final piece to create a product for purpose. * Plan and develop ideas using modelling – use ICT to plan and draft ideas |
| **Suggested materials**  Buzzers & Motors |