



Design Technology Long Term Curriculum Map



	Autumn	Spring	Summer
2016-2017	Electric Control: To design and make a model with a light which can be controlled by switches e.g. a lighthouse	Construction: Design a bridge as a stable structure comparing a range of designs such as Beam, Arch and Suspension bridges	Mechanism Design and make a wheeled vehicle
2017-2018	Construction: To design and make a stable 3D structure using clay	Structure: Research, design and make a shelter to survive in the rain forest	Cooking and Nutrition: Savoury and sweet recipes made with locally sourced ingredients Shadow puppets / Pinhole cameras
2018-2019	Textiles: To design and make a motif for a t shirt	Mechanism: To research design and make a pneumatic type rocket	Electric control: Make a working torch with a switch
2019-2020	Cooking and Nutrition: Savoury recipes using rations or limited ingredients	Textiles: Create a Celtic/ Viking Wall hanging or rugging	Structure : Research and make a class clock equivalent to their own height (using winches and pulleys)