

St Mary's D&T Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery & Reception	Motor Skills	Using Tools	Working Collaboratively	Building ideas	Junk Modelling	Constructing
	<i>NB: The above is woven through the curriculum throughout the year not taught discretely in terms as with KS1 & 2</i>					
Year 1	Paper cutting skills Clay modelling	Food Fruits & Vegetables	Textile/Paper Puppets	Structures Constructing a windmill	Pirate – Treasure Island	
Year 2		Food A Balanced Diet		Textiles Pouches		Mechanisms Fairground Wheel
Year 3		Structures Constructing a castle		Electrical Systems Torches (Y4)		Mechanical systems Pneumatic toys
Year 4	Food Adapting a recipe		Textiles Fastenings			Digital World e-charms
Year 5	Textiles Stuffed Toys (Y5)		Structures Bridges		Mechanical Systems Making a slingshot car (Y4)	
Year 6		Food What could be healthier		Electrical Systems Steady hand game		3D modelling (from computing curriculum)