

### Design and Technology Long Term Plan – Curriculum Map

The design and technology curriculum at Kingswood Parks matches the breadth and ambition of the National Curriculum. The key substantive and disciplinary knowledge has been mapped out so teachers know precisely what to teach and when, can demonstrate a logical progression and can cite how new knowledge and skills build upon what has been taught before. D&T vocabulary is mapped out so that teachers know precisely what to teach and when. This is in a logical progression so that vocabulary development builds over time. End points have been defined as curricular goals which pupils will work towards. These end points are progressive and enable pupils to apply their knowledge and skills in an open-ended, measurable way which teachers can then assess against. Curriculum plans are adapted to meet the needs of SEND pupils as well as providing pupils with opportunities to deepen their understanding through challenging outcomes which are not limiting. Provision for SEND pupils is personalised for individuals and strategies used will be indicated in planning.

#### EYFS – Foundation Stage One

##### Creating with Materials

**Key Concept – Joining / Exploring Materials**

**Curricular Goal:**  
Pupils can explore simple joining techniques through a range of given materials in order to begin to develop their ideas

##### Construction

**Key Concept – Building**

**Curricular Goal:**  
Pupils can use a range of blocks and construction materials to build a range of ‘small worlds’ imaginatively

#### EYFS – Foundation Stage Two

##### Creating With Materials

**Key Concept – Joining / Exploring Materials / Safety**

**Curricular Goal:**  
Pupils can use their imaginations to create a final piece, joining a variety of materials together and explain what they have made and how

#### Year 1

##### Textiles

**Key Concept – Joining**

**Curricular Goal:**  
Pupils can design and make a book mark

##### Food Technology

**Key Concept – Hygiene and Safety / Healthy**

**Curricular Goal:**  
Pupils can combine ingredients to make a sandwich for a celebration picnic

##### Construction

**Key Concept – Strengthening**

**Curricular Goal:**  
Pupils can design and construct a maze toy with a travelling sphere

#### Year 2

##### Textiles

**Key Concept – Joining**

**Curricular Goal:**  
Pupils can design and make bunting for a purpose

##### Food Technology

**Key Concept – Hygiene and Safety**

**Curricular Goal:**  
Pupils can design and bake a biscuit beginning to explain what went well and what could be done differently

##### Construction

**Key Concept – Strengthening**

**Curricular Goal:**  
Pupils can plan, design and construct a moving vehicle using wheels and axles beginning to explain what went well and what could be done differently

#### Year 3

##### Textiles

**Key Concept – Joining**

**Curricular Goal:**  
Pupils can plan and design a sash for a purpose evaluating their own and pre-existing products

##### Food Technology

**Key Concept – Hygiene and Safety / Healthy**

**Curricular Goal:**  
Pupils can follow a recipe to bake bread, evaluating their own and pre-existing products

##### Construction

**Key Concept – Strengthening**

**Curricular Goal:**  
Pupils can investigate how to strengthen a bridge by stiffening a given part, or reinforcing a part of the structure, and evaluate how successful this was

#### Year 4

##### Textiles

**Key Concept – Joining**

**Curricular Goal:**  
Pupils can plan and design a panel for a patchwork quilt evaluating the appearance and usability of their own and pre-existing products

##### Food Technology

**Key Concept – Hygiene and Safety**

**Curricular Goal:**  
Pupils can bake a cake  
Pupils can select ingredients to influence the flavour and presentation of a cake evaluating the appearance of their own and others

##### Construction

**Key Concept – Technology**

**Curricular Goal:**  
Pupils can create an alert system for an avalanche using the Crumble Kit evaluating the usability of the product

#### Year 5

##### Textiles

**Key Concept – Joining**

**Curricular Goal:**  
Pupils can plan, design and make a bracelet ensuring it is fit for purpose whilst considering the aesthetic qualities and functionality

##### Food Technology

**Key Concept – Hygiene and Safety / Healthy**

**Curricular Goal:**  
Pupils can make a sausage roll observing the correct food hygiene processes and assess any improvements in practice that could have been made

##### Construction

**Key Concept – Technology**

**Curricular Goal:**  
Pupils can construct a wind up vehicle with safety features using the Crumble Kit whilst considering its functionality and assessing whether it is fit for purpose

#### Year 6

##### Textiles

**Key Concept – Joining**

**Curricular Goal:**  
Pupils can work within a budget to produce a cushion for commercial use justifying their choices based upon sustainability, functionality and costing

##### Food Technology

**Key Concept – Hygiene and Safety / Healthy**

**Curricular Goal:**  
Pupils can work within a budget to safely produce a two course meal for guests justifying their choices based upon sustainability, costing and aesthetic qualities

##### Construction

**Key Concept – Strengthening / Technology**

**Curricular Goal:**  
Pupils can construct a WWII moving vehicle considering the strength of the product and enhancing with an electrical system using the Crumble Kit justifying their choices based upon its functionality