DT and Food Tech Curriculum Map L1-U4

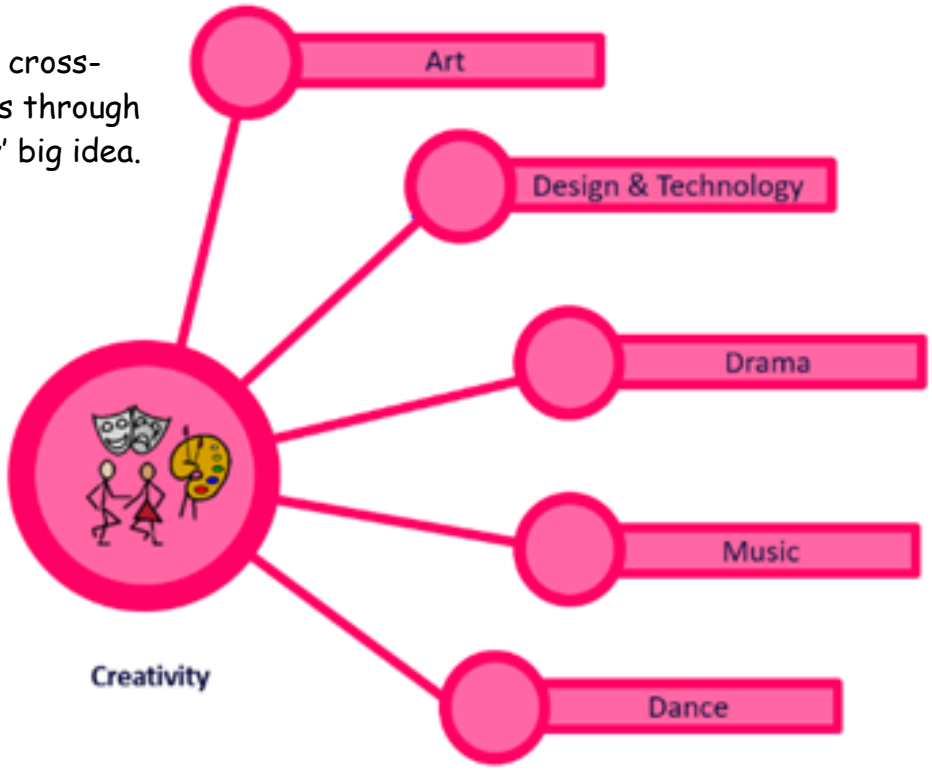
The intent of both Design Technology and Food at Discovery is to develop creative, technical, and practical skills that are required to perform everyday tasks confidently and participate successfully in an increasingly technological world. Build and apply a repertoire of knowledge, understanding of skills that will enable them to evaluate, design and make high quality prototypes and products that are suitable for a wide range of users.

Please note: The Curriculum Map begins with L1 at the bottom of this document

The following represent the 'key concepts' within each subject, taken from the knowledge map:

	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
	Technical Knowledge	To articulate how to use apparatus correctly and safely in order to create given design, against a set criteria
	Evaluate	To know how to critique, evaluate and test their ideas and products and the work of others

DT creates cross-curricular links through the 'creativity' big idea.



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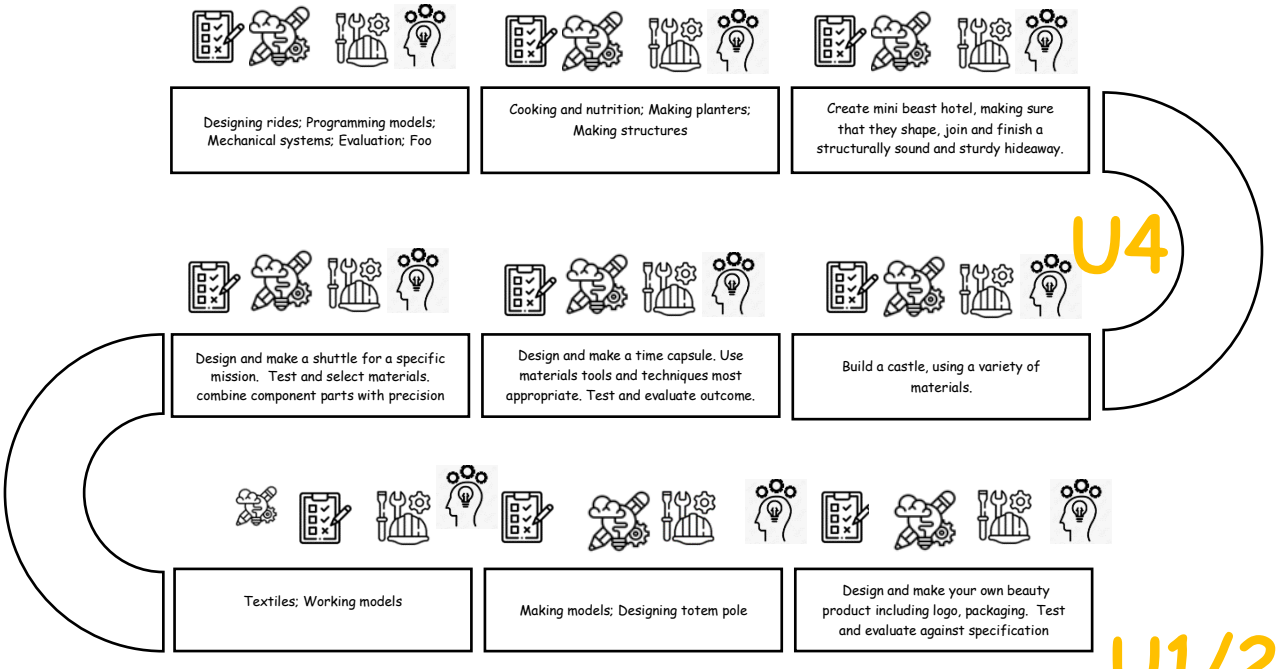

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Shields and helmets; Roman food; Roman designs	Making instruments	Making Norman helmets; Designing drawbridges and castles; Making a Domesday Book
		U1/2/3
Research Tsunami, earthquakes Design and make products. Explore a range of materials tools and techniques. Test and	Design and make a small souvenir from pewter. Explore the pewter casting process.	Research and Design and make a range of products aimed at the teenage market. Test and evaluate.
Research and design and develop ideas incorporating ICT CAD/CAM where possible. Test and evaluate.	Use ICT CAD/CAM to design and make a picture frame inspired by the comic books.	. Design an Iron Age jewellery
		.4/5
Design and make a bird house	Design, develop and create a team T-shirt for your team	Design and Making fragrant products
Design and make a small souvenir from pewter.	Design making models of towers, bridges and tunnels Make a shield	Design and make a bug house
		L3
Design and make something out of upcycling beach waste	Design and make a shield inspired by the British Monarchy	Model Making Design a bug hotel
Design and make a small fabric-based product	Design and make a bird house	Design and make a boat
		L2
Explore and select appropriate Junk materials to create your own mixed up reptile.	Design and make your own safari vehicle or animal	Design a car use recycle construction materials. Make it
Design and develop your very own 'Wibblebot' from a range of recycled material.	Design a purposeful and meaningful product -Dried Fruit Garland /wreath Explore and evaluate	Design a friendship tree. Make it
		L1