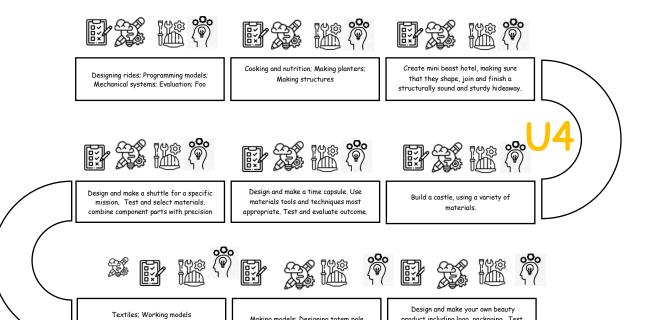
Curriculum Map L1-U4

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

	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
0	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

Curriculum Map L1-U4



Making models; Designing totem pole

product including logo, packaging. Test and evaluate against specification

Curriculum Map L1-U4

Shields and helmets; Roman food; Roman designs

Making instruments

Making Norman helmets; Designing drawbridges and castles; Making a Domesday Book











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













Design and make a bird house

Design, develop and create a team T-

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















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















Explore and select appropriate Junk materials to create your own mixed up reptile.

Design and make your own safari vehicle

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

