



ROEBUCK ACADEMY

D&T Curriculum Map



Design & Technology Curriculum Map – Yearly Overview

Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Mechanisms - Moving Story Books with Sliders	Structures - Making Samuel Pepy's Chair	Mechanisms - Pneumatic Toys	Structures - Pavillions Cooking - Making a Greek Salad	Electrical Systems - Electronic Greeting Cards	Textiles - Making Waistcoats
Autumn 2	Cooking - Making Gingerbread men	Cooking - Making Christmas Cookies	Cooking - Making their own sandwich	Mechanisms - Sling shot cars	Cooking - Vegetable Stew	Cooking - Using rations

Design & Technology Curriculum Map – Spring Term

Spring 1	Textiles - Making Alien Puppets	Cooking - Chinese Wraps Textiles - Making a Purse with a pouch	Structures - Making Roman Townhouses	Cooking - Making Egyptian Foods	Cooking - Making Bread	Structures - Boat Challenge
Spring 2	Cooking - Making Smoothies Mechanisms - Wheels & Axles	Mechanisms - Making a Fairground Wheel	Cooking - Making rock cakes	Electrical Systems - Torches	Structures - Bridges	Mechanisms - Automata Toys

Design & Technology Curriculum Map – Summer Term

Summer 1	Structures - Windwills on Boats	Mechanisms - Making a Moving Monster Cooking - Making Soup	Electrical Systems Cooking - Eating Seasonally	Textiles Fastenings	Mechanical Systems - Making a Pop-Up Book	Cooking - Making Salsa Tortillas
Summer 2	Cooking - Making Vegetable Tartlets	Cooking - Fruit Kebabs	Textiles - Cushions	Cooking - Biscuits of the World	Food - What could be healthier? Textiles - Stuffed Toys	Electronics - TSteady hand games

DETERMINATION, RESPECT, EXCELLENCE, ALTOGETHER, MOTIVATION & SAFETY