

DT Learning Journey Map – EYFS & KS1

AUTUMN 2, SPRING 2, SUMMER 2

EYFS

- Junk Modelling
- Boats
- Bookmarks



Decision

Making

Year 1

- AUTUMN 2 Moving Mini Beasts - MECHANISMS
- SPRING 2 Windmills - STRUCTURES
- SUMMER 2 Puppets - TEXTILES



Year 2

- AUTUMN 2 Eating Fruit & Vegetables – COOKING/NUTRITION
- SPRING 2 Baby Bears Chair – STRUCTURES
- SUMMER 2 Vehicles - MECHANISMS

EYFS

- Explore and investigate junk modelling
- Investigate cutting different materials
- Select resources effectively
- Decide which resources to use for a junk model

YEAR 1

- Explore sliders and mechanisms
- Follow a design and decide how to implement effectively
- Review success of a product
- Make a stable structure

YEAR 2

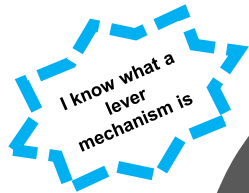
- Describe taste, texture & smell of fruit and veg.
- Learn about different types of structures and decide which materials create effective joints from paper & card.
- Evaluate their own structure
- Design a vehicle and adapt a mechanism

DT Learning Journey Map – KS2

AUTUMN 2, SPRING 2, SUMMER 2

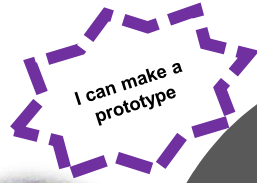
YEAR 3

- AUTUMN 2 – Pop up storybook MECHANISMS
- SPRING 2 – Castles STRUCTURES
- SUMMER 2 – Eating Seasonably COOKING & NUTRITION



YEAR 4

- AUTUMN 2 - Light it Up ELECTRICAL SYSTEMS
- SPRING 2 Slingshot Car - MECHANICAL SYSTEMS
- SUMMER 2 PAVILLIONS - STRUCTURES



Decision



Year 5

- AUTUMN 2 Bread – COOKING/NUTRITION
- SPRING 2 Bridges – STRUCTURES
- SUMMER 2 Stuffed toys - TEXTILES

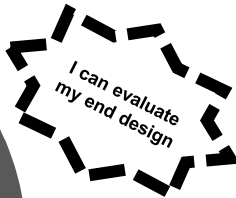


Making



Year 6

- AUTUMN 2 Havdallah set – STRUCTURES
- SPRING 2 Steady Hand Game – ELECTRICAL SYSTEMS
- SUMMER 2 Talking Textiles - TEXTILES



YEAR 3

- Decide which 2 types of mechanism to use in a book.
- Design & make a stable structure
- Learn about the benefits of seasonal food

YEAR 4

- Learn how an electric circuit works and decide how to incorporate it into a design
- Design a shape that reduces air resistance
- Select materials to create a stable and aesthetically pleasing structure.

YEAR 5

- Design and make a bread recipe of your choice
- Explore fabrics and look at craftwork and artists.
- Build and evaluate a stable structure

YEAR 5

- Work together to create a product and decide on a design
- Use knowledge of circuits to create a game
- Design for a purpose