

Design & Technology High Level Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R	Use one-handed tools and equipment. Understand that equipment and tools have to be used safely. Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones. Show skill in making toys work by pressing parts or lifting flaps to achieve effects, such as sound, movements or new images.	Create simple representations of events, people and objects. Understand that equipment and tools have to be used safely Handles tools, objects, construction and malleable materials safely and with increasing control	Explores and learns how sounds can be changed Explores the different sounds of instruments Looks closely at similarities, differences, patterns and change	Handle equipment and tools effectively. Use a variety of materials and techniques. Selects appropriate resources and adapts work where necessary.	Handle equipment and tools effectively. Experiment with designs. Understands that different media can be combined to create new effects	They handle equipment and tools effectively, including pencils for writing. They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
Y1	Structures - Freestanding structures		Mechanisms - Sliders and Levers		Food technology – Preparing fruit and vegetables	
Y2	Textiles - Templates and joining techniques		Mechanisms – Wheels and Axles		Food technology – Preparing fruit and vegetables	



Y3	Structures – Shell structures	Textiles – 2-D to 3-D product	Food technology – Healthy and varied diet
Y4	Electrical systems – Simple circuits and switches	Mechanical systems – Levers and linkages	Food technology – Healthy and varied diet
Y5	Electrical systems – More complex switches and circuits	Structures – Frame structures	Food technology - Celebrating culture and seasonality
Y6	Textiles – Combining different fabrics	Mechanical systems – Pulleys or gears	Food technology - Celebrating culture and seasonality