Curriculum Overview: Design & Technology

Longmoor Community Primary School

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N	**Throughout Nursery, children will revisit objectives from Development Matters (3- & 4-year-olds) in the areas of PSED, PD, UTW, EAD. We will cover these objectives in the making of food, structures, and mechanisms.** **These are some examples of the DT-focused activities, throughout the year, that will be covered in line with interests/topics/themes.**	**Making and eating soup** **Tinkering with materials and moving large objects outside** **Making birthday cakes** **Making Easter nests** **Large construction (making dens)** **Preparing and eating a fruit salad** **Making and eating porridge** **Making structures using clay and playdough** **Making and eating frozen juice** **Using construction kits to build** **Harvesting and tasting beans and cherries from the garden** **Using small construction and loose parts**	Select and use activities and resources, with help when needed. Use large-muscle movements to wave flags and streamers, paint and make marks. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Explore how things work. Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Create closed shapes with continuous lines, and begin to use these shapes to represent objects.			
R	**Making Soup** Discuss the key ingredients used before developing a class-based vegetable soup recipe Disciplinary: Food, Cooking and Nutrition	**Hibernation Box** Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Disciplinary: Mechanisms (Mechanical Systems), Structures	**Junk Modelling** Explore and learn about various types of permanent and temporary join Disciplinary: Mechanisms (Mechanical Systems), Structures	**Bookmarks** Develop and practise threading and weaving techniques using various materials and objects. Disciplinary:Textiles	**Flower Threading and Rainbow Salad** Disciplinary: Food, Cooking and Nutrition, Textiles	**Boats** Investigate features, structure and shape of EYFS boats before designing and creating own projects. Disciplinary: Structures

	Learning Block B	Learning Block C	Learning Block D
1	**Wheels and Axles** Design, make and evaluate a traditional moving toy Disciplinary: Mechanisms (Mechanical Systems)	**Templates and Joining Techniques** Design, make and evaluate a hat to keep a teddy cool in the sun and free from insects Disciplinary: Textiles	**Fruit and Vegetables** Design, make and evaluate a fruit salad, looking at seasonality. Disciplinary: Food, Cooking and Nutrition
2	**Levers and Sliders** Design, make and evaluate a moving picture. Disciplinary: Mechanisms (Mechanical Systems)	**Freestanding Structures** Design, make and evaluate an animal enclosure for a farm or zoo Disciplinary: Structures	**Dips and Dippers** Make and evaluate hummus, guacamole and salsa dips. Disciplinary: Food, Cooking and Nutrition
3	**2D Shape to 3D Product** Design, make and evaluate a packaging for a present, for example, a seasonal stocking for a younger family member Disciplinary: Textiles	**Shell Structures and Packaging** Design an accurate net for a biscuit packaging using CAD Disciplinary: Structures	**Healthy and Varied Diet** Design, make and evaluate a healthy sandwich. Disciplinary: Food, Cooking and Nutrition
4	**Healthy and Varied Diet** Design, make and evaluate a healthy pizza. Disciplinary: Food, Cooking and Nutrition	**Flaps / Sliders / Levers** Design, make and evaluate a card for a family member Disciplinary: Mechanisms (Mechanical Systems)	**Simply Switches and Circuits** Design, make and evaluate a night light that can be controlled by a switch Disciplinary: Electrical Systems
5	**Frame Structures** Design, make and evaluate a model bird hide. Disciplinary: Structures	**Textiles** Use Computer Aided Design to add design in textiles Disciplinary: Textiles	**Cooking and Nutrition: Soup** Design, make and evaluate soup, focusing on seasonality. Disciplinary: Food, Cooking and Nutrition
6	**Pulleys and Gears** Design, make and evaluate a small-scale model for a fairground ride Disciplinary: Mechanisms (Mechanical Systems)	**Cooking and Nutrition: Bread** Design, make and evaluate bread, focusing on global variation. Disciplinary: Food, Cooking and Nutrition	**More Complex Switches and Circuits** Design, make and evaluate a moving model triggered by a motion sensor Disciplinary: Electrical Systems