



## Design and Technology Overview

Foundation Stage- In the Early Years Foundation Stage (EYFS), Design and Technology (DT) forms part of the learning children acquire under the Understanding the World (UW) area of development of the Foundation Stage curriculum. Children will learn largely from their own interests and through first hand experiences, alongside some adult led opportunities. The

Early Years practitioners will support children to:

- Explore
- Solve problems
- Observe
- Think critically
- Make decisions and discuss why they have made decisions
- Learn how to construct with a purpose in mind
- Build structures and join materials together
- Learn simple cooking techniques
- Discuss how to take part in activities safely
- Learn how everyday objects work
- Use a variety of tools- deciding the best one to use for different purposes.

In both Nursery and Reception, the continuous provision is set up to encourage higher level thinking. A variety of tools are available continuously to allow the children to consolidate their learning of skills. Enhancements are made to the continuous provision to challenge the children further or support a particular interest. Additional and more complex tools will be added to the continuous provision in Reception to show progression.

Key Stage 1 & Key Stage 2	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Year 1		<u>Activity:</u> Constructing a windmill.		<u>Activity:</u> Design and make a vehicle.		<u>Activity:</u> Making Puppets

		<p><u>Skill:</u> Constructing structures</p>		<p><u>Skill:</u> Mechanisms- exploring wheels and axels</p>		<p><u>Skill:</u> Textiles- Evaluating different ways to join fabrics. Making their puppet using their preferred method to join fabrics.</p>
Year 2		<p><u>Activity:</u> Food-Designing and making a wrap.</p> <p><u>Skill:</u> Showing an understanding of a balanced diet.</p> <p><u>Activity:</u> Moving monsters.</p> <p><u>Skill:</u> Exploring, making and evaluating mechanisms.</p>		<p><u>Activity:</u> Making Baby Bears chair.</p> <p><u>Skill:</u> Structure- exploring and evaluating stability in order to make Baby Bears chair.</p>		<p><u>Activity:</u> Making Pouches</p> <p><u>Skill:</u> Textiles- Using a simple template and running a stitch to make a purposeful puppet.</p>
Year 3		<p><u>Activity:</u> Constructing a Castle</p> <p><u>Skill:</u> Researching features of a castle. Using nets and</p>	<p><u>Activity:</u> Making Cushions</p> <p><u>Skill:</u> Textiles- begin to cross stitch and applique.</p>	<p><u>Activity:</u> Making and tasting a selection of foods using seasonal produce.</p> <p><u>Skill:</u></p>	<p><u>Activity:</u> Making a pneumatic toy.</p> <p><u>Skill:</u> Mechanical systems- Understand the</p>	<p><u>Activity:</u> Build an electrostatic game.</p> <p><u>Skill:</u> Electrical systems- Understand how static</p>

		structures to design and make a castle.		Beginning to understand seasonal foods from different parts of the world.	concept behind Pneumatic toys.	electricity can make objects move.
Year 4		<p><u>Activity:</u> Designing and creating a torch.</p> <p><u>Skill:</u> Electrical Systems- understanding circuits and the features of a torch.</p>		<p><u>Activity:</u> Design and create a pavilion.</p> <p><u>Skill:</u> Structures- discover different ways to assemble frame structures.</p>	<p><u>Activity:</u> Food- Adapting different recipes</p> <p><u>Skill:</u> Adapting food to make a new prototype.</p>	<p><u>Activity:</u> Make a fabric book sleeve.</p> <p><u>Skill:</u> Textiles- children will explore different fastenings and selecting the most appropriate one for their design.</p>
Year 5		<p><u>Activity:</u> Design and create an electronic greetings card.</p> <p><u>Skill:</u> Electrical Systems- Looking at design ideas and how to incorporate electrical circuits into products.</p>		<p><u>Activity:</u> Bridges</p> <p><u>Skill:</u> Structures- Developing an understanding of secure structures. Begin to measure, saw and join wood accurately.</p> <p><u>Activity:</u> -</p>		<p><u>Activity:</u> Stuffed toys</p> <p><u>Skill:</u> Textiles- applying skills from previous topics. Developing a news stitch- a blanket stitch.</p> <p><u>Activity:</u> Research and modify a</p>

				Pop-up books. <u>Skill:</u> Mechanical Systems. Incorporating a range of mechanisms into a short pop-up book design.		healthier, traditional bolognese sauce recipe. <u>Skill:</u> Food- What could be healthier? Developing an understanding of nutrition and the ethical considerations of farming cattle.
Year 6		<u>Activity:</u> Designing and creating a waistcoat. <u>Skill:</u> Textiles- Using a combination of the skills that the children have developed over the last few years to create a waistcoat for a person or purpose of their choosing.		<u>Activity:</u> Create and prepare a three-course meal- Come Dine With Me. <u>Skill:</u> Researching the journey of the main ingredients- farm to fork.		<u>Activity:</u> Design and make a playground containing 5 apparatus made from 3 different structures. <u>Skill:</u> Structures- drawing on knowledge of structures, children will design and build their playground, adding cladding and decoration. The children will choose from a range of materials, tools and

		<p><b>Activity:</b> Designing and creating a steady hand game.</p> <p><b>Skill:</b> Electrical systems- Children to identify components needed. Build on their knowledge of nets to create a base for the game. Incorporating circuits into the bases of their games.</p>				<p>techniques, adapting where necessary.</p>
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