

Curriculum Overview: Design and Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Me and My Community	Once Upon a Time Build a house or den from straw, twigs or bricks to keep the three pigs safe from The Big Bad Wolf.	Starry Night Building a rocket using boxes and recycled materials, to use in their imaginative play.	Dangerous Dinosaurs	Sunshine and Sunflowers Design and make a boat by selecting materials that are appropriate for the water.	Big Wide World
Reception	Let's Explore! Opportunities to explore using a variety of materials; den building; threading.	Marvellous Machines Build and create marvellous machines.	Long Ago Looking at old clothes and new clothes; design and make their own t-shirt.	Ready, Steady, Grow Food and farming; where food comes from; preparing healthy meal.	Animal Safari Building animal homes to provide shelter.	On the Beach 2D and 3D transient beach art.
Year 1	Shade and Shelter Purpose of shelters and their materials; name and describe shelters; design and make prototypes; design and build a play den; evaluate.		Taxi! Wheels, axels and chassis and how they work together to make a vehicle move.			Chop, Slice, Mash Sources of food; the preparatory skills of peeling, tearing, slicing, chopping, mashing and grating; design and make a sandwich according to design criteria.

Year 2

Remarkable Recipes

Sources of food; tools used for preparation; reading simple recipes; choose and make a recipe to fit design criteria.

Beach Huts

Making and strengthening structures including different ways of joining materials.

Cut, Stitch, Join

Fabric home products; Cath Kidston; sewing patterns; running stitch; adding embellishment; designing a sewn bag tag.



SEATON

ACADEMY