



Trawden Forest Primary School Design Technology Overview

Year Group	Autumn	Spring	Summer
Early Learning Goals	Design & make a castle Design a knight's shield Create superhero costumes Make party foods	Design & make warm clothing for a toy. Build and test different vehicles	Make 3D animals/ Mini-beast models Explore bee hive structures Design & make a bug hotel Trawden Show entries Art Week
Year 1	Mechanisms – pop ups and simple card levers.	Food Technology - Preparing and combining food.	Use a wide range of materials to creatively design and make products. Animal puppets
Year 2	Paper technology	Food - the eatwell plate, where food comes from, principles of a healthy diet Make Fruit Kebabs / Smoothies / Bake	Mechanisms - wheels and axles Design a vehicle for somewhere new. Make something circus themed. i.e. Make tent from straws. Diabolo Sticks
Year 3	Food technology	Design skills - Develop techniques, including control and use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. Learn about Carl Giles and create shadow puppets	Textiles - Tie-dye materials, weave and sew. Circus theme design
Year 4	Electricity/ structures - Make a lighthouse	Design a chariot (this year – design and build Roman aqueduct model/Roman sandals)	Design an Animal Puppet (Insects)
Year 5	Sewing	Food	Mechanical systems – levers/pulleys to create a vehicle
Year 6	Savoury Cooking -WW2 recipes Christmas –canvas	Textiles and printing witch silhouettes	Design & make a bird feeder



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Three and Four-Year-Olds	Personal, Social and Emotional Development	<ul style="list-style-type: none"> Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them.
	Physical Development	<ul style="list-style-type: none"> 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.
	Understanding the World	<ul style="list-style-type: none"> Explore how things work.
	Expressive Arts and Design	<ul style="list-style-type: none"> 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.
Reception	Physical Development	<ul style="list-style-type: none"> Progress towards a more fluent style of moving, with developing control and grace. Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.
	Expressive Arts and Design	<ul style="list-style-type: none"> Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.