



Design Technology – Long term overview



Autumn

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>ELG: PSED – Fine Motor Skills</p> <ul style="list-style-type: none"> Use a range of small tools, including scissors, paint brushes and cutlery. <p>ELG: EA&D – Creating with Materials</p> <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used. 	<p><i>Make our own toy</i></p> <p>Technical knowledge</p> <ul style="list-style-type: none"> explore & use mechanisms - flaps, sliders and levers <p>Design</p> <ul style="list-style-type: none"> design and make 'a me that moves' toy. Use pop up books for inspiration 	<p><i>Design and make a moving vehicle</i></p> <p>Design</p> <ul style="list-style-type: none"> generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and communication technology <p>Technical knowledge</p> <ul style="list-style-type: none"> explore and use mechanisms (wheels and axles) in their products <p>Evaluate</p> <ul style="list-style-type: none"> evaluate their ideas and products against design criteria 		<p><i>Cook dishes inspired by French cuisine</i></p> <p>Cooking and Nutrition</p> <ul style="list-style-type: none"> understand and apply the principles of a healthy and varied diet prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. 	<p><i>Create dishes that celebrate culture and seasonality</i></p> <p>Food and nutrition</p> <ul style="list-style-type: none"> understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed <p>Evaluate</p> <ul style="list-style-type: none"> investigate and analyse a range of existing products 	<p><i>Design and sew a tunic choosing a material and design that would be appropriate.</i></p> <p>Make</p> <ul style="list-style-type: none"> select from and use a wider range of materials and components, including construction materials and textiles according to their functional properties and aesthetic qualities <p>Evaluate</p> <ul style="list-style-type: none"> evaluate their ideas and products against their own design criteria and consider the views of others to improve their work



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Spring

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>ELG: PSED – Fine Motor Skills</p> <ul style="list-style-type: none"> Use a range of small tools, including scissors, paint brushes and cutlery. <p>ELG: EA&D – Creating with Materials</p> <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used. 	<p><i>Build a Tudor house structure</i></p> <p>Technical knowledge</p> <ul style="list-style-type: none"> build free standing structures, exploring how they can be made stronger, stiffer and more stable <p>Make</p> <ul style="list-style-type: none"> select from and use a wide range of materials and components, including construction materials, according to their characteristics 	<p><i>Make recipes from different countries</i></p> <p>Make</p> <ul style="list-style-type: none"> select from and use a wide range of ingredients, according to their characteristics <p><i>Design and make a home for a hedgehog</i></p> <p>Design</p> <ul style="list-style-type: none"> design purposeful, functional, appealing products for themselves and other users based on design criteria 	<p><i>Investigate bridge structures and use knowledge to design, make and test their own</i></p> <p>Make</p> <ul style="list-style-type: none"> select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately <p>Technical Knowledge</p> <ul style="list-style-type: none"> apply their understanding of how to strengthen, stiffen and reinforce more complex structures 	<p><i>Research, design and make an Egyptian-inspired feast</i></p> <p>Design</p> <ul style="list-style-type: none"> use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups <p>Make</p> <ul style="list-style-type: none"> select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately 	<p><i>Design and create a frame structure</i></p> <p>Design</p> <ul style="list-style-type: none"> generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and CAD <p>Technical knowledge</p> <ul style="list-style-type: none"> apply their understanding of how to strengthen, stiffen and reinforce more complex structures <p><i>Design a product that is suitable for purpose based on knowledge of materials and their properties</i></p> <p>Make</p> <ul style="list-style-type: none"> select from and use a wider range of materials and components according to their functional properties and aesthetic qualities 	<p><i>Design and make a functional lighthouse using a simple electrical circuit</i></p> <p>Design</p> <ul style="list-style-type: none"> generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design <p>Evaluate</p> <ul style="list-style-type: none"> understand how key events and individuals in design and technology have helped shape the world



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Summer						
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<p>ELG: PSED – Fine Motor Skills</p> <ul style="list-style-type: none"> Use a range of small tools, including scissors, paint brushes and cutlery. <p>ELG: EA&D – Creating with Materials</p> <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used. 	<p><i>Design a lunchbox (with lunch) and then transport it using a pulley system</i></p> <p>Technical knowledge</p> <ul style="list-style-type: none"> explore and use mechanisms in our products <p>Design</p> <ul style="list-style-type: none"> design purposeful, functional, appealing products for themselves and other users based on design criteria 	<p><i>Create clay castle-inspired sculptures</i></p> <p>Sculpture</p> <ul style="list-style-type: none"> Create clay sculptures of a castle/ dragon eye <p><i>Design and make an emblem for our class</i></p> <p>Design</p> <ul style="list-style-type: none"> generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and ICT 	<p><i>2D shape to 3D product. Make a bag, phone or pencil case for someone else</i></p> <p>Design</p> <ul style="list-style-type: none"> use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups <p>Evaluate</p> <ul style="list-style-type: none"> investigate and analyse a range of existing products 	<p><i>Investigate water power and create water mill inspired structures (DT)</i></p> <p>Technical knowledge</p> <ul style="list-style-type: none"> understand and use mechanical systems in their products [gears, pulleys, cams, levers and linkages] <p><i>Use a data handling programme to construct food chains (Computing)</i></p> <ul style="list-style-type: none"> Select, use and combine a variety of software on a range of digital devices to collect, analyse, evaluate and present data or information 	<p><i>Design and make a fairground wheel</i></p> <p>Make</p> <ul style="list-style-type: none"> select from and use a wider range of materials and components according to their functional properties and aesthetic qualities <p>Evaluate</p> <ul style="list-style-type: none"> evaluate their ideas and products against their own design criteria and consider the views of others to improve their work 	