



DESIGN AND TECHNOLOGY CURRICULUM OVERVIEW



	TERM ONE		TERM TWO		TERM THREE	
NURSERY	All About Me	Our Community	We love stories	Spring (planting)	Dinosaurs	Moving on
RECEPTION	Super Me	Special days	Where ever our imagination takes us.	Fairy tales	Lifecycles	Look at me now

DT in the early years is taught through continuous and enhanced provision which can be accessed during the children's explorative play. The children are encouraged to explore their own ideas and staff will model and support where needed; demonstrating techniques and resources. Some activities relating to a theme or skill may be introduced during a small group session, led by an adults, where by later the children are encouraged to further explore independently during child initiated time whilst demonstrating the characteristics.

Within the Early Years we take part in special creative days such as 'Day to Create' where the children plan, design and practically create and demonstrate their ideas from challenged provided or from their own imagination or their own initiative.

The characteristics of effective teaching and learning of DT in the early years will involve:

- Playing and exploring - children investigate and experience things, and 'have a go'
- Active learning - children concentrate and keep on trying if they encounter difficulties, and enjoy achievements.
- Creating and thinking critically - children have and develop their own ideas, make links between ideas, and develop strategies for doing things.

NB Topics in EYFS may change depending on Child Initiated interests of children



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Year Group	Unit Title & Summary	DT strand(s) developed within unit content.				
		FOOD PREP/ HEALTH & HYGIENE	MECHANICAL SYSTEMS	ELECTRICAL SYSTEMS	CONSTRUCTI-ON IDEAS	JOINING/ FINISHING SKILLS
YR1	Making a storybook come alive. (Sliders and levers) Create a page for a story book which contains a vertical or horizontal push/pull movement using a slider.					
	Baby Bear needs a new chair! (Structures) Design and make a replacement stool for baby bear. Children develop their understanding of structural stability.					
	Make a Fruit Salad (Food) Children buy, prepare and taste a fruit salad. Developing their knowledge of healthy snack choices and where foods come from.					
YR2	Snapping snake /litter picker (Linkages) Children experiment with making the linkages that will enable their snapper to move, varying the width, length and thicknesses of the card they use to maximise the success of these mechanism.					
	Performance Puppets (Textiles) Children design and make puppets developing joining and fastening skills including emerging sewing skills. The shared brief for the puppets could relate to a class storybook, a religious or cultural celebration.					
	Designer Chocolates & Boxes (Food) Research, Design and Make chocolates using moulds to create different finishes. Healthy lunch (sandwich) & eco-bags Can I make a lunch that is good for me and the environment? Explore nutritional needs... Explore ways to reduce packaging or make packaging recyclable.					



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YR3	Formula One Friction (Axles) Children experiment with different axle holders to reduce friction and allow free movement of the dowel so that their car moves effectively.					
	Amazing air-powered lifting. (Pneumatics) Children explore how the basic principles of push and pull forces can be transferred to different areas of a moving mechanism via pneumatics.					
	Dips and Dippers (Food) Children research, design and make a variety of dips and dippers. They explore different combinations or tastes and textures and try to increase the healthiness of their snack.					
YR4	Careful cargo. (Structures) Children design and explore different net structures to create packaging with added insulation or re-enforcements suitable for a care package parachute drop. Children make paper templates for their design and evaluate and make improvements before constructing in card.					
	Propeller Power (Electrical systems) Children use a simple circuit with a motor output and a basic switch to power a vehicle and attach this to a tech card chassis. Possible enquiry - which shape and size of propeller blade will move their motorised dragster car most effectively.					
	A terrific toasted sandwich (Food) Children design, make and evaluate their own toasted sandwich. Exploring design questions such as, Which fillings stay inside the toasted sandwich best? What type of bread is best at holding the filling? How can I make my toasted sandwich more healthy?					



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YR5	A Wonderful Window Display (CAMS - AUTOMATA) Children develop an understanding of how cams can convert rotational movement into linear movement and use this knowledge to design and construct a cam driven mechanism for a shop window display (such as a 'window display' for Fenwick's at Christmas or a moving display for a garden centre's Easter display).					
	Fabric Phone Cases (Textiles) Children design and make phone cases which are required to be durable, to keep contents safe and also be aesthetically pleasing to the user. During the project the children will use a range of stiches to construct/ join their product and also as a decorative finish. Children explore different types of fastener, their functional and visual appeal.					
	Bean v Beef - making a bean burger. (Food) Children use knowledge of food carbon footprint data and the eat well plate to design, make and evaluate a bean burger. Children make alterations and adaptations to their recipes to improve taste and texture and assess the product against multiple criteria, including nutritional value and sustainability.					
YR6	UNICEF Rescue Rover Children build a mobile rescue vehicle designed to cross uneven terrain. Exploring ideas such as 'Does the size of the wheels impact on the rover's ability to cross bumpy terrain?' or 'How can a self-pivoting front axle impact on the rover's ability to cross bumpy terrain?'					
	UNICEF Rescue Rover Children integrate an electrical circuit with a motor output to create movement Explore and utilise renewable energy technology as a way of providing power (CC link Science)					
	How healthy was a Viking meal? (Food) Children make and evaluate a traditional Viking meal of Skause and bread. They explore the impact of a range of preparation techniques eg dicing, grating, blending and evaluate the meal using multiple criteria including; taste, nutrition, sustainability, texture and hygiene.					