

Design Technology Whole School Overview

	Autumn	Spring	Summer
Reception	Early Learning Goals		
	Personal, Social and Emotional development (self)		Physical Development – Fine Motor
	<ul style="list-style-type: none"> Be confident to try new activities and show independence, resilience and perseverance in the face of a challenge. 		<ul style="list-style-type: none"> Use a range of small tools, including scissors, paintbrushes and cutlery. <ul style="list-style-type: none"> Begin to show accuracy and care when drawing.
	Understanding the World		
	<ul style="list-style-type: none"> Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class. 		<ul style="list-style-type: none"> Make use of props (creating with materials) Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Show their creations, explaining the process they have used.
Year 1	Strand: Textiles <u>Design and make:</u> Puppets <i>(additional textile unit: book pouch if needed for sum 1/2)</i>	Strand: Mechanisms <u>Design and make:</u> Pop up picture	Strand: Food and Nutrition <u>Design and make:</u> Fruit Smoothies
Year 2	Strand: Structures <u>Design and make:</u> Baby Bear’s Chair <i>(additional structure unit: ‘New Playground Equipment’ if needed for sum 1/2)</i>	Strand: Food and Nutrition <u>Design and make:</u> Healthy Wraps	Strand: Mechanisms <u>Design and make:</u> Moving Vehicles
Year 3	Strand: Food and Nutrition <u>Design and make:</u> Seasonal Tarts	Strand: Mechanisms <u>Design and make:</u> - Pneumatic Toys	Strand: Textiles <u>Design and make:</u> Nature Cushions
Year 4	Strand: Electrical Systems <u>Design and make:</u> A Light up object	Strand: Structures <u>Design and make:</u> A Pavilion	Strand: Digital Programming <u>Design and make:</u> Electronic Charms
Year 5	Strand: Textiles <u>Design and make:</u> Stuffed Toy <i>(additional textile unit: ‘sensory, tactile cushion’ if needed for sum 1/2)</i>	Strand: Mechanisms <u>Design and make:</u> Automata Toy	Strand: Structures <u>Design and make:</u> A Bridge
Year 6	Strand: Food and Nutrition <u>Design and make:</u> WWII Inspired Meal	Strand: Digital Programming <u>Design and make:</u> Navigating Tool	Strand: Electrical Systems <u>Design and make:</u> Steady Hand Game

