

	Autumn	Spring	Summer
<p><b>Reception</b></p> <p><i>EYFS Curriculum</i></p> <p><i>Expressive Arts &amp; Design</i></p>	<p><b>We're going on a bear hunt</b> To develop their creativity through design and technology, art, music, dance, role play and stories.</p> <p><b>Pirate Pete</b> Select tools and techniques needed to shape, assemble and join materials they are using.</p>	<p><b>The Three Little Pigs</b> Explore building materials through our STEAM(Science, Technology, Engineering ,Art &amp; Maths)</p> <p><b>Whatever Next</b> Explore a variety of media and techniques.</p>	<p><b>Rosie's Walk</b> Design and create models and images of a variety of farmyard animals and machinery using a range of media and techniques.</p>
<p><b>Y1</b></p> <p><i>KS1 National Curriculum</i></p>	<p><b>Textiles</b> To plan, make and evaluate a Christmas decoration using a running stitch.</p>	<p><b>Cooking and Nutrition</b> To plan, make and evaluate making healthy Overnight Oats and strawberry picking.</p>	<p><b>Structures - Castles</b> To plan, make and evaluate a castle structure using slotted joining technique.</p>
<p><b>Y2</b></p> <p><i>KS1 National Curriculum</i></p>	<p><b>Mechanisms and Mechanical Systems</b> To design, make and evaluate a moving vehicle with an axle, chassis and wheels.</p>	<p><b>Structures</b> To design, make and evaluate a diamond kite.</p>	<p><b>Mechanisms and Mechanical Systems</b> To explore how to construct a sliding, a lever and pivot mechanism, and a wheel mechanism. To design and make a moving mini beast picture.</p> <p><b>Cooking and Nutrition</b> To plan, make and evaluate a sandwich for a picnic.</p>
<p><b>Y3</b></p> <p><i>KS2 National Curriculum</i></p>	<p><b>Mechanisms and Mechanical Systems</b> To plan, make and evaluate a moving monster using pneumatics. To investigate how pneumatic systems work in toys and other objects.</p>	<p><b>Structures</b> To plan, make and evaluate a free-standing structure such as a photo frame.</p>	<p><b>Cooking and Nutrition</b> To plan, make and evaluate a healthy version of a pizza with an accompanying side dish.</p>
<p><b>Y4</b></p> <p><i>KS2 National Curriculum</i></p>	<p><b>Mechanisms and Mechanical Systems</b> To plan, make and evaluate a story book using lever and linkage systems and techniques create moving mechanisms.</p>	<p><b>Cooking and Nutrition</b> To plan, make and evaluate a healthy fruit kebab using food preparation skills.</p>	<p><b>Textiles</b> To plan make and evaluate a purse using a blanket stitch and a running stitch, decorated with a pattern.</p>
<p><b>Y5</b></p> <p><i>KS2 National Curriculum</i></p>	<p><b>Cooking and Nutrition</b> To plan, make and evaluate a "Talking Textile" relating to English Civil War.</p>	<p><b>Structure and Architecture</b> To plan, make and evaluate Building Bridges.</p>	<p><b>Mechanisms and Mechanical Systems</b> To plan, make and evaluate a toy featuring a cam mechanism.</p> <p>To understand how to control the movement of a toy with a cam mechanism. To generate and formulating ideas how a cam mechanism could be used in their own designs Using skills such as designing, combining components and evaluating their toys</p>
<p><b>Y6</b></p> <p><i>KS2 National Curriculum</i></p>	<p><b>Cooking and Nutrition</b> To plan, make and evaluate a meal based on rations from World War II.</p>	<p><b>Programming and Electronics</b> To plan, make and evaluate a fairground toy.</p>	<p><b>Textiles</b> To plan, make and evaluate a doorstep.</p>

Design and Technology is mapped against whole school themes to ensure progression and breadth of study.

<b>This is me; I have a voice!</b>	Children will explore all areas of D&T around them including the everyday items we use such as a chair, car, our homes. Our children will be engaged and inspired to realise their voice in the world of D&T is incredibly important. Their curiosity will allow them to develop ideas and thinking and put forward their ideas to improve on what we have. D&T can be used to express themselves and ideas in a safe and encouraging environment.
<b>A Citizen of the World</b>	In these ever changing, fast paced times we will encourage our children to realise what is changing and what they can add to improve our world. Children will be encouraged to think local first, in and around our school and community to a global level and will understand some of the designs that have changed our world. Children will continuously deepen their learning by asking questions and being able to evaluate and make improvements.
<b>Heritage and Culture</b>	Children will learn and understand that all areas of Design & Technology can aid and support humans to progress within our fast paced society. Learning from the past will help us plan, design and evaluate for our future. Children will learn to recognise key people within the field and how they have changed our world.
<b>Innovation, Inventions and Ideas</b>	Children are encourage to explore the design elements around them and to understand how they work. They are then inspired to design and make their own interpretation of something that will help us in everyday life. The evaluation stage can allow them to go back and change their design to make improvements. This point is crucial as children need to understand if their idea doesn't work it is not wrong or a failure. They will have the opportunity to identify why something hasn't worked and change things to make it better. Children will understand there are versions of design that improve each time making it better.
<b>Building our Sustainable World</b>	Design & Technology is vital in the ever changing world to ensure our future and sustainability. Children will understand the importance of this area for our future world, the part it will play and links can be make across the STEM curriculum. Children will understand their skills are needed to benefit and improve the planet through their lifetimes. Children are encouraged to consider the bigger picture and to think global.
<b>Discovery, Health &amp; Wellbeing*</b>	Children will be asked to think how Design & Technology can be used to help us develop our health and well-being. Children are taught to think independently about their design and how to continuously develop and improve their ideas. They will understand some designs have needed multiple attempts to work but in the end have achieved great success. In turn teaching them that we learn from our mistakes.
<b>Design &amp; Technology contextual links and skills:</b>	Design and Technology is linked to learning in our everyday lives. Contextual and purposeful links are made with Design and Technology, Science, Maths and Computing allowing the children to build and develop cross skills.