



Design & Technology

Curriculum Overview Long Term Plan 2023 - 24

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	<p>Personal, Social and Emotional Development – 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.</p> <p>Physical Development – 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.</p> <p>Understanding the World – Explore how things work.</p> <p>Expressive Arts and Design - 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.</p>					
	<p>Joining methods – explore joining using tape and glue.</p> <p>Create a face collage</p>	<p>Design, create and refine a product</p> <p>Shaving foam snowmen</p> <p>Food- Icing biscuits</p>	<p>Design, create and refine a product</p> <p>Papier mache dinosaurs</p> <p>Food- Toast and spreading butter</p>	<p>Design, create and refine a product- Clay fruits and veg</p> <p>Food- Fruit chopping and tasting</p>	<p>Design, create and refine a product- Dough and pipe cleaners bugs</p> <p>Textiles- Collage and use of scissors</p>	<p>Design, create and refine a product - Mixed media whale project</p> <p>Hole punch threading to make mobiles</p> <p>Joining materials- using tape, glue and stapler</p> <p>Octopus/ jelly fish models</p>
Reception	<p>Physical Development - 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.</p> <p>Expressive Arts and Design - 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.</p> <p>ELG –</p> <p>Physical Development – Fine Motor Skills - Use a range of small tools, including scissors, paintbrushes and cutlery.</p> <p>Expressive Arts and Design – Creating with Materials - 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>					

	Joining methods – explore joining using tape, glue, stapler to create a photo frame.	Design, create & refine a product – diva lamp. Christmas cards. Clay Christmas tree decoration	Food – baking bread Joining methods – Using split pins to create farm animals.	Design, create & refine a product – mini-beast/bug hotel.	Design, make and refine a product - A super hero costume.	Food – plan a healthy meal using food grown. Design, make and refine a product - A pirate ship
Year 1			Food – fruit and vegetables	Structures - Freestanding		Mechanisms-Wheels and axles
Year 2	Mechanisms – Sliders & Levers		Textiles – templates & joining techniques		Food – preparing fruit & vegetables	
Year 3	Structures – Shell Structures		Food – Healthy and varied diet		Textiles – 2D shapes to 3D product	
Year 4		Food – Italian food		Mechanisms - Levers and linkages		Electrical systems – simple circuits & switches
Year 5	Structures – Frame structures		Food – Celebrating culture & seasonality		Textiles – combining different fabric shapes	
Year 6	Mechanical systems - Cams		Food – Fair Trade		Electrical systems – Monitoring & control	