Design Technology Year Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery Topics	Myself and My Family Our Natural World	Celebrations: Hanukkah and Diwali Owls Christmas	Chinese New Year	Life Cycles Plants and Animals Easter	Healthy Me People Who Help Us	Holidays Dinosaurs How to Improve our Environment
Development Matters (3-4)	- Take part in simple pretend play, using an object to represent something else even though they are not similar. - Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses etc. - 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. - Join different materials and explore different textures. - Create closed shapes with continuous lines, and begin to use these shapes to represent objects. - Respond to what they have heard, expressing their thoughts and feelings.					
Vocab	Build, tools, experiment, create, cutting, form, function, materials, safely, colour, construct, join, texture, healthy, imagination.					
Reception Topics	Me and My Family Autumn	Celebrations	Winter Healthy Living	Come Outside Spring	Our World Summer	Life at Sea
EYFS Additional Curriculum Opportunities	SMM Feast day	Bonfire Night Remembrance Poppies Diwali Dance Workshop Christmas cards/Calendars Anti-Bullying Week	Winter Bear Workshop	World Book Day Mental Health Week Mother's Day cards Easter cards	Father's Day cards	
Development Matters (Reception)	- 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. - Develop storylines in their pretend play.					

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Early Learning Goals	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. Make use of props and materials when role playing characters in narratives and stories.
Vocab	Build, tools, experiment, create, cutting, form, function, materials, safely, colour, construct, join, texture, healthy, imagination, Ideas, resources, artistic effects, techniques, wellbeing, design, plan, process, properties, collaboratively, explain, representations

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 Skills		Textiles - Puppets (Templates and joining techniques)		Mechanisms – Moving Pictures (sliders) Linked to History topic	Sculpture –Clay (Lambananas) Linked to Geography topic	
Topics	Museum of Life		Animal Corridor		Around our United Kingdom	
Additional Curriculum Opportunities	SMM Feast day	Bonfire Night Remembrance Poppies Christmas cards/Calendars Anti-Bullying Week		World Book Day Mental Health Week Mother's Day cards Easter cards	Father's Day cards	
National Curriculum KS1 (Year 1)	Subject Content Design • Design purposeful, functional, appealing products for themselves and other users based on design criteria. • Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology Make • Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] • Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Evaluate					

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	• Explore and evaluate a range of existing products • Evaluate their ideas and products against design criteria <u>Technical knowledge</u> • Build structures, exploring how they can be made stronger, stiffer and more stable. • Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products					
Vocab		Assemble, purposeful, functional, appealing, develop, communicate, observe, explore, components, weak, purpose, strong, joining, shaping, finishing, tools, 3-D, fabrics, running stitch, needle, thread, glue, over stitch, stapling, components, template, pattern pieces, mark out, join, decorate, finish, prototype, evaluate		Assemble, purposeful, functional, appealing, develop, communicate, observe, explore, components, clay structure, weak, purpose, strong, joining, shaping, finishing, tools, components, template, pattern pieces, mark out, join, decorate, finish, prototype, evaluate,	Assemble, purposeful, functional, appealing, develop, communicate, observe, explore, components, mechanism, lever, structure, weak, purpose, strong, joining, shaping, finishing, tools, 3-D, glue, stapling, components, template, pattern pieces, mark out, join, decorate, finish, prototype, evaluate,	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2 Skills		Mechanisms – A moving animal toy (wheels/axels)		Freestanding Structures – Hedgehog houses		Food – Design a Fruit salad
Topic	Can I Change the World?		What is a Home?		Are We all the Same?	
Additional Curriculum Opportunities	SMM Feast day	Bonfire Night Remembrance Poppies Christmas cards/Calendars Anti-Bullying Week		World Book Day Mental Health Week Mother's Day cards Easter cards	Father's Day cards	Home learning links (Design a healthy meal)

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National Curriculum KS1 (Year 2)	**Subject Content** Design • Design purposeful, functional, appealing products for themselves and other users based on design criteria. • Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology Make • Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] • Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Evaluate • Explore and evaluate a range of existing products • Evaluate their ideas and products against design criteria Technical knowledge • Build structures, exploring how they can be made stronger, stiffer and more stable. • Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products		
Vocab	Assemble, purposeful, functional, appealing, develop, communicate, observe, explore, components, mechanism, lever, slider, axel, structure, weak, purpose, strong, joining, shaping, finishing, tools, 3-D, glue, stapling, template, pattern pieces, mark out, join, decorate, finish, prototype, evaluate, Mock-up, design criteria, research, cut, fold, join, fix, base, top, underneath, side, edge, surface, thinner, thicker, stable, corner, point, straight, model, curved, metal, wood, plastic	Assemble, purposeful, functional, appealing, develop, communicate, observe, explore, components, structure, weak, purpose, strong, joining, shaping, finishing, tools, 3-D, stapling, template, net, pattern pieces, mark out, join, decorate, finish, prototype, evaluate, Mock-up, design criteria, research, wheel, cut, fold, join, fix, base, top, underneath, side, edge, surface, thinner, thicker, stable, corner, point, straight, model, curved, metal, wood, plastic, ingredients,	Assemble, purposeful, functional, appealing, develop, communicate, observe, explore, components, structure, weak, purpose, strong, joining, finishing, tools, 3-D, template, join, finish, prototype, evaluate, Mock-up, design criteria, research, cut, base, top underneath, side, edge, surface, thinner, thicker, stable, corner, point, straight, model, curved, metal, wood, plastic, ingredients, healthy, food