Curriculum Overview
Design & Technology

EYFS Objectives (Expressive Arts & Design)	KS1 Objectives	KS2 Objectives
ELG: Creating with Materials: *Children at the expected level of development will:* - 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;	*When designing and making, pupils should be taught to*: **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. **Cookery & Nutrition** - Use the basic principles of a healthy and varied diet to prepare dishes - Understand where food comes from.	*When designing and making, pupils should be taught to:* **Design** - Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups - Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design **Make** - Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately - Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities **Evaluate** - Investigate and analyse a range of existing products - Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work - Understand how key events and individuals in design and technology have helped shape the world **Technical Knowledge** - Apply their understanding of how to strengthen, stiffen and reinforce more complex structures - Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] - Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] - Apply their understanding of computing to program, monitor and control their products. **Cookery & Nutrition**

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		- Understand and apply the principles of a healthy and varied diet - Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques - Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.

	Autumn	Spring	Summer
EYFS	**Structures** Design and make an enclosure for an animal at the zoo	**Structures** Design and make a house for the Three Little Pigs	**Textiles** Explore materials, design and make a boat that floats
Y1	**Mechanisms** Wheels and Axel Design and make a vehicle for travelling to the North Pole	**Structures** Freestanding Structures Design and make a new chair for Baby Bear.	**Food & Nutrition** Preparing fruit and vegetables – Design and make fruit kebabs
Y2	**Mechanisms** Sliders and Levers Design and make a Christmas pop up card	**Textiles** Templates and joining techniques Design and make a kite	**Food & Nutrition** Preparing fruit and vegetables – Design and make a salad
Y3	**Structures** Design and make packaging for a healthy snack	**Food** Healthy and varied diet Design and make a bread based snack	**Textiles** 2D and 3D shape Design and make a tote bag for a tennis player (link with Wimbledon 2022)
Y4	**Mechanical Systems: Levers** Design and make a page of a book with moving parts	**Food & Nutrition** Healthy and varied diet Design and make a Roman snack (e.g. Honey Cookies)	**Electrical Systems** Simple circuits and switches (inc. programming and control) Design and make a night light
Y5	**Textiles** Combining different fabric shapes Design and make a stuffed toy	**Food & Nutrition** Celebrating culture and seasonality Design and make a Caribbean fruit cocktail	**Mechanical Systems: Pulleys and Gears** Design and make a moon buggy
Y6	**Electrical Systems:** More complex switches and circuits Design and make a light up board game	**Food & Nutrition** Celebrating culture and seasonality Farm to Fork – making a healthy recipe using farm products	**Structure** Complex frame structures Design and Make a WW1 Anderson Shelter