

Pre-school Design and Technology Planning Overview

Development Matters 2020

Ongoing provision throughout the year –

Explore different materials freely, 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.

	1 st half term	2 nd half term
Autumn Picture perfect & Fantastic Festivals	<p>Experience building with a variety of resources: Duplo, wooden blocks, happy land, Playmobil etc.</p> <p>Teach – how to build and assign meaning to what is built.</p> <p>Make imaginative and complex ‘small worlds’ with blocks and construction kits, such as a city with different buildings and a park.</p>	<p>Explore different materials freely, 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.</p> <p>Experience junk modelling materials- glue and masking tape for sticking pieces of scrap materials onto old cardboard boxes, hammers and nails, glue, paperclips and fasteners.</p>
Spring Tell a tale & Wonderful world	<p>Provide children with a range of materials for children to construct with. Encourage them to think about and discuss what they want to make. Discuss problems and how they might be solved as they arise. Reflect with children on how they have achieved their aims.</p> <p>Teach constructing. What do we want to build? What are we going to use? How are we going to build it? Teach children different techniques for joining materials, such as how to use adhesive tape and different sorts of glue Provide a range of materials and tools and teach children to use them with care and precision</p>	<p>Explore different materials freely, 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.</p> <p>Provide free exploration of the materials used previously. Allow children to engage independently. Provide a range of materials and tools. Promote independence.</p>
Summer Amazing Animals & Interesting Investigation	<p>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>Build models and return to them to add more over a period of time. Children learn to work together on building a bigger project.</p>	<p>Explore different materials freely, 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.</p> <p>Provide free exploration of the materials used previously. Allow children to engage independently. Provide a range of materials and tools. Promote independence.</p>

Reception Design and Technology Planning Overview

	1 st half term	2 nd half term
Autumn Picture perfect & Fantastic Festivals	Workshop: Junk modelling (6 lessons) To explore and investigate the tools and materials in the junk modelling area. To investigate cutting different materials. To learn how to plan and select the correct resources needed to make a model. To verbally plan and create a junk model. To share a finished model and talk about the processes in its creation. To explore different ways to temporarily join materials together.	Food: Soup (6 lessons) To explore fruits and vegetables and the differences between them. To design a fruit and vegetable soup recipe. To learn how to use a knife safely. To safely use tools to prepare ingredients. To design food packaging. Mechanisms: Sliding Santa chimneys (Adult focus groups) To create a picture with a simple sliding mechanism.
Autumn CP/EP	Junk modelling resources such as: cardboard, fabric scraps, foil, empty bottles/cartons, lolly sticks, corks etc. Loose parts. Joining materials: paper clips, tack, tape, split pins, treasury tags, string, ribbon, glue sticks and PVA glue. Glue spreaders and pots. Left and right-handed scissors.	
Spring Tell a tale & Wonderful world	Textiles: Bookmarks (6 lessons) To develop threading and weaving skills. To practise and apply weaving skills to a specific material. To practise and apply threading skills with specific materials. To use threading or sewing to design a product. To create a textiles product following their design. To reflect on how they have achieved their aims.	Easter: Hanging egg decoration To design and create a hanging Easter egg decoration.
Summer CP/EP	As above along with: coloured paper, white paper and craft card, clipboards, wax crayons, chalk, felt tips etc.	
Summer Amazing Animals & Interesting Investigation	Food: Design and make a rainbow salad (adult focus groups) To design a rainbow salad recipe. To create a rainbow salad and talk about the importance of healthy eating.	Structures: Boats (6 lessons) To understand what waterproof means and to test whether materials are waterproof. To test and make predictions for which materials float or sink. To learn about the different features and structures of boats and ships. To investigate how the shape and structure of boats affects the way they move. To design a boat. To create a boat based on their own design.
Summer CP/EP	As above along with: Paint	

[See Teacher guidance: D&T and continuous provision.](#)

Year 1 Design and Technology Planning Overview

	1 st half term	2 nd half term
Autumn Picture perfect & Fantastic Festivals	Food: Fruit and vegetables (4 lessons) To identify if a food is a fruit or a vegetable. To identify where plants grow and which parts we eat. To taste and compare fruit and vegetables. To make a fruit and vegetable smoothie.	Seasonal design and technology projects linked to festivals. Lanterns Ornaments/decorations Special food. Using skills used to date.
Spring Tell a tale & Wonderful world	Mechanisms: Moving story book (Lesson 1 - 3; omit lesson 4) NB: Use the Storybook template (see Resources) for all pupils in Lesson 2 to save time. To explore making mechanisms. To design a moving story book. To construct a moving picture. To evaluate my finished product.	Structures: Constructing windmills (Lesson 1 - 3; omit lesson 4) To include individual preferences and requirements in a design. To make a stable structure. To assemble components of a structure. To evaluate a project and adapt my design.
Summer Amazing Animals & Interesting Investigation	Textiles: Puppets (4 lessons) To join fabrics together using different methods. To use a template to create a design. To join two fabrics together accurately. To embellish a design using joining methods.	Mechanisms: Wheels and axles (4 lessons) To understand how wheels move. To identify what stops wheels from turning. To design a moving vehicle. To build a moving vehicle.

Year 2 Design and Technology Planning Overview

	1 st half term	2 nd half term
Autumn Picture perfect & Fantastic Festivals	Mechanisms: Fairground wheel (4 lessons) To explore wheel mechanisms and design a wheel. To select appropriate materials. To build and test a moving wheel. To make and evaluate a structure with a rotating wheel.	Seasonal design and technology projects linked to festivals. Lanterns Ornaments/decorations Special food. Using skills used to date.
Spring Tell a tale & Wonderful world	Structures: Baby bear's chair (Lesson 2 - 4; omit lesson 1) To explore the concept and features of structures and the stability of different shapes. To understand that the shape of the structure affects its strength. To make a structure according to design criteria. To produce a finished structure and evaluate its strength, stiffness and stability.	Food: A balanced diet (4 lessons) To know what makes a balanced diet. To design a healthy wrap. To make a healthy wrap.
Summer Amazing Animals & Interesting Investigation	Textiles: Pouches (Lessons 1 – 3; omit lesson 4) To sew a running stitch To join fabrics using a running stitch. To decorate a pouch using fabric glue or stitching.	Mechanisms: Moving monster (4 lessons) To look at objects and understand how they move. To explore different design options. To make a moving monster.