| **EYFS** | Children develop their creativity and Design & Technology skills throughout the year in a variety of ways.   * Make imaginative and complex ‘small worlds’ with blocks and construction kits, such as a city with different buildings and a park. * Express freely the thoughts and emotions that designs and structures elicit. * Develop their fine motor skills so that they can use a range of tools competently, safely and confidently including the use of scissors, paintbrushes and cutlery. * Experiment with colour, design, texture, form and function including mixing colours and overlapping materials. * Build a design based on reactions to senses including images and sounds. * Develop an understanding of the world by exploring how things work. * Create collaboratively, sharing ideas, resources and skills including building group structures such as a shelter. | | |
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|  | **Autumn** | **Spring** | **Summer** |
| **Year 1** | Mechanisms  Create a christmas card that incorporates a slider and lever. | Structures  Cross-curricular: History: development of toys through the ages.  Design a structure to hold a toy. | Food  Prepare fruits and vegetables to make a summer salad. |
| **Year 2** | Mechanisms  Cross-curricular: Science: materials  Using construction kits with wheels and axles, children will make a product that moves | Textiles  Cross-curricular: Science: everyday materials  Design, make then evaluate a finger puppet inspired by clothing | Food  Cross curricular: Science: Animals and humans.  Inspired by the Eatwell Guide, children will design their own healthy dessert. |
| **Year 3** | Food  Cross-curricular: Science: Animals and Humans.  Children design a healthy sandwich. | Textiles  Children research, design, create then evaluate a pencil case. | Structures  Cross curricular: PSHE: inspired by other cultures.  Children will design, make then evaluate packaging. |
| **Year 4** | Mechanical Systems  Design, make then evaluate an object that works using air. | Electrical systems  Cross-curriculum: Science: Digestive system  Design. make then design a battery powered torch. | Food  Cross-curricular: Science: digestive system  Design, make then evaluate a healthy meal inspired by the Eat well guide. |
| **Year 5** | Food  Cross curriculum link: living things and their Habitats and Animals, including humans. Also: PSHE: Cultures  Research a culture then design, make and evaluate an item of food that celebrates the culture. Experiment with seasoning and how it impacts the taste of the product produced. | Structures  Cross Curricular links: Compare to Anglo Saxon building structure. (Housing or boat).  Design, make and evaluate a built structure. Plan using CAD. | Electrical systems  Design, make the evaluate a car that uses a motor component. |
| **Year 6** | Textiles  Cross-curricular: History: Tudors  Based on knowledge of the Tudors, design, make and evaluate an item inspired by Tudors clothing such as a purse. | Mechanical systems  Cross-curricular: Science: Electricity  Research and experiment with a variety of electric circuit components. Design, make then evaluate a carousel. | Food  Cross curriculum: Geography – explore culture in South America. Also, Science – links to animals and humans regarding diet (nutrients).  Design, make and evaluate an item of food that celebrates the culture. Experiment with seasoning and how it impacts the taste of the product produced. |