

YEARLY OVERVIEW: Design and Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception		Food Tech (pouring, measuring, mixing and kneading- to make bread) (The Little Red Hen)	Using re-cyclable materials to construct (e.g. rockets)		Uses various construction materials, e.g. joining pieces, stacking vertically and horizontally, balancing, making enclosures and creating spaces- construction (Three Billy Goats Gruff, The Three Little Pigs construction)	Food Tech Cutting and tasting
	<p>Continuous provision – learning through play with construction materials, loose parts, sand, water, playdough etc. Using tools such as scissors, hole punches, mark-making materials (chalk, pencils, paint, pens, water, mud paint etc.), glue etc.</p> <p>Children learn to experience the consequences of the decisions they make, rather than being shown by an adult how to get it “right”.</p> <p>Purposeful making involves creativity, imagination and fun, as well as making mistakes!</p>					
Year 1	Making Toys (Levers and Linkages)		Food Tech (slicing fruit & veg)		Houses (Free-standing structures)	
Year 2		Creating Cinderella’s Carriage (Wheels & axles)	Food Tech (grating fruit & veg)			Flags (Textiles – templates & joining materials)
Year 3			Making Toolboxes (Shell structures)	Food Tech (Healthy sandwiches <i>through PSHE</i>)		3D Magnetic Game (Reinforcing & strengthening)
Year 4		Light-up Signs (including electrical components)	Food Tech (vegetarian food)			Musical Instruments (choice of materials & joining techniques)
Year 5		Space Shelters (3D structures in wood)	Food Tech (cultural foods from South America)			Fairground Ride (Pulleys)

Year 6		Food Tech (Seasonal cooking)				Bags (Textiles - sewing)
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