

DT including EYFS Expressive art and design.

	Year A			Year B		
	<u>Autumn term</u>	<u>Spring term</u>	<u>Summer term</u>	<u>Autumn term</u>	<u>Spring term</u>	<u>Summer term</u>
<b>Reception</b>	<b>Let's Play!</b> <b>Let's Celebrate!</b> <b>D &amp; T:</b> Exploring a range of tools & safety procedures Cooking – biscuits & cakes Mixing, stirring, pouring, rolling.	<b>Let's Explore!</b> <b>D &amp; T:</b> Buildings & everyday objects - structures and joins. Cooking & Nutrition – Making a healthy snack. Techniques - Cutting skills .Making instruments	<b>Let's Build!</b> <b>Let's Grow!</b> <b>D &amp; T:</b> Constructing with a purpose in mind - woodwork skills, eg bird boxes, feeders, tables, bug hotels Understand simple mechanisms eg gears, levers, pulleys, hinges, wheels and axles.			
<b>Years 1 and 2</b>	<b>Great Explorers</b> <b>D &amp; T:</b> Design – creating a moon buggy. Design purposeful, functional and appealing products. Evaluate. Technical knowledge – Explore and use mechanisms (levers, sliders wheels and axels).	<b>Amazing Africa</b> <b>D &amp; T:</b> Food - Making fruit kebabs: Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from. Evaluate. Design.	<b>Diamonds and Dragons</b> <b>D &amp; T:</b> Make – Sewing a bag for provisions for an invasion. Select from and use a range of tools and equipment to perform tasks (cutting, shaping, joining). Use a wide range of materials (textiles). Evaluate.	<b>Dinosaur Roar</b> <b>D &amp; T:</b> Design/ Make: Creating a dinosaur habitat (model): Generate model and communicate their ideas through drawing templates and mock ups. Evaluate.	<b>Interesting Inventors</b> <b>D &amp; T:</b> Technical knowledge: Building a bridge to cross a river for a train. Build structures exploring how they can be made stronger, stiffer and more stable. Evaluate.	<b>It Grows and Grows</b> <b>D &amp; T:</b> Food: Vegetable soup. Use the basic principles of a healthy and balanced diet to prepare dishes. Understand where food comes from.
<b>Years 3 and 4</b>	<b>Romans</b>	<b>You look Frozen!</b> <b>D &amp; T:</b> Food design and technology objectives. Food to warm us up: Soup.	<b>Predator prey or plant</b> <b>D &amp; T:</b> Levers and linkages.  Crocodile moving animal- cringle cracks book.	<b>A quest for Adventure</b>  <b>D &amp; T:</b> Strengthen, stiffen and reinforce (shadow puppets)	<b>Anzacs</b>  <b>D &amp; T:</b> Strengthen, stiffen and reinforce (Stone Age shelters)	<b>Digging up the past</b> <b>D &amp; T:</b> Sewing a product (Anzac bag/ purse)

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<b>Years 5 and 6</b>	<b>Earth and Beyond</b> <b>D &amp; T:</b> Understand and use mechanical systems in their products, such as gears and pulleys. Use electrical systems in products.	<b>Ballrooms and Blitz</b> <b>D &amp; T:</b> Prepare and cook a variety of savoury dishes. Understand seasonality and know where and how ingredients are grown.	<b>Invaders</b> <b>D &amp; T:</b> Apply their understanding of computing to programme and control products.	<b>Journey to the Rainforest</b> <b>D &amp; T:</b> Strengthen and stiffen complex structures: Use a range of cutting and joining techniques (wood). Model of the journey of a river.	<b>Mysteries and Mummification</b> <b>D &amp; T:</b> Understand and apply principles of a varied and healthy diet. Prepare and cook savoury dishes.	<b>Poles Apart</b> <b>D &amp; T:</b> Sewing – creating a toy.
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