

DT Curriculum Overview

Year R			
Curriculum area	Learning Intentions		
Moving and handling	Children show good control and coordination in large and small movements. They move confidently in a range of ways, safely negotiating		
	space. They handle equipment and tools effectively, including pencils for writing		
Technology	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular		
	purposes.		
Exploring and using media	Children sing songs, make music and dance, and experiment with ways of changing them. They safely use and explore a variety of		
and materials	materials, tools and techniques, experimenting with colour, design, texture, form and function.		
Being imaginative:	Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their		
	own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.		

Continuous provision:

. Purchased and school made jigsaws

Nursery rhyme books

. Small world

Layout games – train set, car mat

. Small scale junk modelling

. Role play

. Construction kits

Examples of resources:

- . Construction kits e.g. Duplo, Lego, Mobilo, K'nex, Interstar, Marble Run, Magnetix, Technico, Brio, Creative Gears, Hammer and Nails corkboards
- . Small scale Junk modelling including yoghurt pots, cereal boxes, bottles, rolls, small boxes
- . Large scale junk modelling including milk crates, bread crates, guttering, tyres, logs
- . Fixings including sellotape, masking tape, double sided tape, dispensers, glue sticks, PVA, string, wool, ribbon, blutac, split pins, paper fasteners, treasury tags, pipe cleaners
- . Tools including scissors (regular and wiggly), hammers, role play builders sets, rolling pins, cutters, extruders (garlic press, playdough hair tools), tape dispensers, balance scales, rulers, tape measures, hole punch, single hole punch
- . Straws, card wheels, cotton reels, lolly sticks, paper sticks, match sticks, wooden pegs,
- . ICT resources e.g. classroom computers, bee bots, roamer, IWB, Role play phones, tape players, digital camera



DT Curriculum Overview

Year 1				
Autumn Term	Spring Term	Summer Term		
Food	Mechanisms	Structures		
Preparing fruit and vegetables – Fruit kebabs (including cooking and nutrition requirements for KS1)	Sliders and levers – moving pictures	Freestanding structures – island homes		

Assessment Outcomes

At the end of Year 1 children should confidently be able to:

- To design products using pictures and words based on a design criteria
- Choose appropriate resources and tools to make a product
- Use a range of materials to make a product, including construction materials, textiles and ingredients
- To evaluate my designs and products by saying how well they do the job they were designed for
- To explore and use simple mechanisms in my products.

Year 2					
Autumn Term	Spring Term	Summer Term			
Food	Mechanisms	Textiles			
Preparing fruit and vegetables – healthy wraps	Wheels and axels – Space buggy	Templates and joining techniques – puppets			

Assessment Outcomes

At the end of Year 2 children should confidently be able to:

- To design products that have a clear purpose based on my own design criteria
- To select from and use a range of tools and equipment to perform practical tasks, for example, cutting, shaping, joining and finishing.
- explain why materials have been selected for a specific purpose
- To evaluate my ideas and products against set design criteria
- To build structures, exploring how they can be made stronger, stiffer and more stable
- I can use a range of ingredients to prepare a healthy dish