



Design and Technology Curriculum Overview

EYFS	Personal, Social and Emotional Development	Physical Development	Understanding the World	Expressive Arts and Design
Nursery	<p>Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them.</p>	<p>Use large-muscle movements to wave flags and streamers, paint and make marks.</p> <p>Choose the right resources to carry out their own plan.</p> <p>Use one-handed tools and equipment, for example, making snips in paper with scissors.</p>	<p>Explore how things work.</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, in order to develop their ideas about how to use them and what to make.</p> <p>Develop their own ideas and then decide which materials to use to express them.</p> <p>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</p>
Reception		<p>Progress towards a more fluent style of moving, with developing control and grace.</p> <p>Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</p> <p>Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.</p>		<p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p> <p>Create collaboratively, sharing ideas, resources and skills.</p>
ELG		<p>Use a range of small tools, including scissors, paintbrushes and cutlery.</p>		<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Share their creations, explaining the process they have used.</p>

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Year 1	Mechanisms Sliders and levers	Structures Freestanding structures	Food and Nutrition	Understanding Materials Selecting materials	Textiles Joining techniques	Food and Nutrition
Year 2	Textiles	Food and Nutrition	Mechanisms	Understanding Materials	Food and Nutrition	Structures
	Exploring shape and using a template		Axels and wheels	Manipulating materials		Developing strength in structures
Year 3	Textiles	Food and Nutrition	Mechanisms	Food and Nutrition	Systems	Structures
	Stiffening and strengthening fabric		Levers and linkages		How things are powered	Spanning gaps

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Year 4	Food and Nutrition	Mechanisms	Textiles	Structures	Electrical systems	Food and Nutrition
		Hinges	Fixings and fastenings	Designing structures using a frame to make them stronger and sturdier	Switches and circuits revisited	
Year 5	Food and Nutrition	Systems	Textiles	Food and Nutrition	Structures	Mechanisms
		Greener power	Durability of fabric		Developing structures that are fit for purpose and design	Pulleys and gears
Year 6	Food and Nutrition	Mechanisms	Food and Nutrition	Structures	Electrical Systems	Textiles
		Pulleys and gears		Designing structures revisited – combining skills and knowledge	Complex switches and circuits	Sustainable materials