



Design and Technology Overview

At Four Oaks, we recognise the importance of a progressive curriculum which builds over time from EYFS to Year 6. For further details of the Education Programmes at EYFS and KS1 and KS2, please see the Statutory Framework for the Early Years Foundation Stage 2021 and the National Curriculum for Key Stage 1 and 2, 2014.

Year Group	AUTUMN	SPRING	SUMMER
Nursery	Personal, Social and Emotional Development <ul style="list-style-type: none"> Select and use activities and resources, with help when needed. Physical Development <ul style="list-style-type: none"> Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Expressive Arts and Design <ul style="list-style-type: none"> Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. 		
Reception	Physical Development <ul style="list-style-type: none"> Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Expressive Arts and Design <ul style="list-style-type: none"> Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills. 		
ELG	Physical Development- Fine Motor Skills <ul style="list-style-type: none"> Use a range of small tools, including scissors, paintbrushes and cutlery. Expressive Arts and Design-Creating with Materials <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used. 		
EYFS Reception	Junk Modelling Children will know how to use the creative areas in the classroom and the resources in them appropriately such as scissors for cutting and glue/tape to stick. Children will begin to experiment with more joining techniques such as treasury tags and split pins. Children will begin to stack, bridge and enclose bricks to create elaborate structures to further their play.	Making a sandwich Children know how to make a healthy snack using key skills. Children will know how to grate, spread, chop, peel, mash, chip, and squeeze ingredients to make a healthy snack. They will then know how to evaluate their final product verbally.	Making a boat Children will know how to design their creation and make improvements to their design. The children will know what equipment they will need to create their own boat. Children will be able to orally evaluate their design.
	Junk Modelling Children will continue to build on Autumn 1 and will begin to stack, bridge and enclose bricks to create elaborate structures to further their play and use these to create stories.	Construction/Structures Children will know how to add and insert a join into their structure piece.	Design brief- Picnic Children will understand the importance of tasting different food types to identify likes and dislikes. How to use cutlery effectively and safely That foods can be combined. How and why certain foods need packaging
YEAR 1	Autumn 2 Food – The '5-a-day' Salad Preparing fruit and vegetables for a purpose.	Spring 2 Mechanisms – Moving Pictures Creating products with sliders and levers - Easter Card	Summer 2 Structures Creating a free-standing structure

YEAR 2	Autumn 2 Textiles Making a puppet.	Spring 2 Cooking and Nutrition rainbow couscous.	Summer 2 Mechanisms – Wheels and Axles Exploring and using mechanisms - making a car/vehicle.
YEAR 3	Autumn 1 Structures Making a lunch box.	Spring 1 Food (Following and designing new recipes) Designing and making your own sandwich.	Summer 1 Mechanical systems – Levers and Linkages Creating mechanisms which move in a pop-up book.
YEAR 4	Autumn 2 Electrical systems - Torches Creating functional mechanisms using techniques which require more accuracy.	Spring 2 Food – Scouse Preparing ingredients by cutting, shaping, and using appropriate tools.	Summer 2 Textiles Making a pencil case.
YEAR 5	Autumn 1 Food – seasonality and celebrating other cultures Street food	Spring 1 Mechanical Systems – Cams Creating a moving toy.	Summer 1 Frame Structures Making a biome.
YEAR 6	Autumn 2 Textiles (including computer generated design) Exploring and combining recycled materials to create a bag-sustainability	Spring 2 Mechanical systems – Levers and Linkages Designing a pop-up book which creates complex movements.	Summer 2 Food Design and make a healthy snack to a set budget