

DESIGN AND TECHNOLOGY 2025-2026

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Daily opportunities through continuous provision I am learning to ...					
	Me, myself and I	Into the woods	Our World	Traditional tales	Animals	Water
	<ul style="list-style-type: none"> - Experimenting with a variety of materials. - Learning to use scissors to cut/ snip straight lines - Using playdoh tools to effect change - Combine different materials and media to create different effects - Experiment with a range of tools, safely, to create different effects 	<ul style="list-style-type: none"> - Experimenting with a variety of materials. - Learning to use scissors to cut/ snip straight lines - Using playdoh tools to effect change - Combine different materials and media to create different effects - Experiment with a range of tools, safely, to create different effects - to build on my previous learning 	<ul style="list-style-type: none"> - Create different textures in my creations - Plan my designs - Make strong and stable structures - Create 3D representations in different ways using different materials - Mould and sculpt with malleable materials - Describe and explain the processes in my creations - Modify my designs when necessary 	<ul style="list-style-type: none"> - Create different textures in my creations - Plan my designs - Make strong and stable structures - Create 3D representations in different ways using different materials - Mould and sculpt with malleable materials - Describe and explain the processes in my creations - Modify my designs when necessary 	<ul style="list-style-type: none"> - Design and plan - Mould and sculpt - Use different techniques - Control and manipulate different tools - Evaluate my work so I can make improvements - join different materials and create different textures - Create 2D and 3D representations - Explain the process I used - solve problems 	<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 creations, explaining the process they have used.

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Year 1		<p>Cutting and Joining Street Detectives.</p> <p>Design and build a model home (interior and exterior). Make simple drawings and label parts. Select tools and equipment. Measure and cut with accuracy. Assemble, join and combine. Evaluate.</p>		<p>Mechanisms and control.</p> <p>Investigating and making moving pictures, making a simple lever mechanism, to fit a specification.</p>		<p>Making a Fruit Salad South American Countries</p> <p>Cookery and Nutrition Learning about fruits: smell and taste; learning to use tools; making fruit look and taste better, writing a specification.</p>
Year 2		<p>Why do vehicles have Wheels?</p> <p>Mechanisms. Identify parts of vehicles. Children design and draw their own vehicle. Use tools safely. Evaluate again design. Wheels, chassis, doweling, axel, etc.</p>		<p>Technical Knowledge Mechanisms and Control</p> <p>Create an Easter pop-up card.</p>		<p>Brazil - Finger Puppets Textiles.</p> <p>Design a puppet, product templates, make simple drawings, select and use tools, joining edges, use basic sewing techniques. Evaluate.</p>

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Year 3		<p>Free-Standing Structures – Photo Frames.</p> <p>Understanding in which way structures can be made stable. Understand how to stiffen materials.</p> <p>CAD – art package to create designs</p>		<p>Textiles – Bookmark</p> <p>Learn different sewing techniques. Design and make own embroidered bookmark.</p> <p>CAD – use art and or Publisher to create product design</p>		<p>Cookery and Nutrition - Pizza</p> <p>Taste and evaluate doughs, sauces and toppings. Design a pizza. Use knives safely for spreading and cutting. Learn about food-hygiene.</p> <p>CAD – as part of evaluating designs insert photo's of finished products</p>
Year 4		<p>Mechanisms – Linkages.</p> <p>Pictures with moving parts. Understand how a range of mechanisms work. Assemble a range of mechanisms – building on Year 1 knowledge. To include pop-ups, spinners, sliders, levers and tabs.</p> <p>CAD – as part of evaluating designs insert photo's of finished products</p>		<p>What Music Would you like to Make?</p> <p>Research musical instruments. Technical knowledge and understanding how key individuals/historical times have helped shaped the designs we use today.</p> <p>CAD – use Purple mash to create and label 3-D designs</p>		<p>Understanding and using Electrical Systems</p> <p>Design and make games using electrical circuits and components. Switches, buzzers, bulbs, motors, power source.</p> <p>CAD – Lego Wedo – programming, monitor and control Lego models</p>

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Year 5		<p>Technical Knowledge - Make do and mend at Christmas</p> <p>Children to use technical knowledge to create Christmas lanterns</p> <p>CAD – Purple Mash 2Design and make lantern design. Pic collage Evaluation</p> <p>CAD/ Computing – design a badge</p>		<p>Technical Knowledge Mechanisms – Moving Toys</p> <p>Using cams, wheels and axels. Understand how mechanisms can be used to produce movement. Cut, shape and join components, selecting tools for a specific purpose</p>		<p>Cooking and Nutrition –Ancient Maya – Chocolate</p> <p>Taste and evaluate components. Identify, select and use tools and techniques safely – knife skills. Understand food hygiene.</p> <p>CAD – Purple Mash Design a 3D container for a chocolate treat.</p>
Year 6		<p>Textiles – Christmas stocking Design and make an item linked to criteria and specifications. Design, cut, match edges, consider colours, sew.</p> <p>CAD – Tinkercad – design product.</p> <p>Evaluation – photo and labels, evaluate design and practicality of product</p>		<p>Technical Knowledge Mechanisms – Moving Toys</p> <p>Using cams, wheels and axels. Understand how mechanisms can be used to produce movement. Cut, shape and join components, selecting tools for a specific purpose</p>		