

Design & Technology



EY

EARLY YEARS

- To make and create with purpose
- To make informed decisions on the tools and materials they use for specific purposes.
- To share their creations, explaining the process they have used.
- To look at their creations and think of ways that they can adapt to improve.

1

YEARS 1 AND 2

- Autumn
Structures: Baby Bear's chair
- Spring
Mechanisms: Fairground wheel
- Summer
Cooking & nutrition: smoothies

2

YEARS 3 & 4

- Autumn
Structures: Pavilions
- Spring
Mechanisms: Making a slingshot car
- Summer
Electrical systems: torches

3

4

YEARS 5 & 6

- Autumn
Textiles: Waistcoats
- Spring
Structures: Playgrounds
- Summer
Digital World: Navigating the World

5

ASSESSMENT

Assessment in D&T comes in two main forms:

1. Completed projects and project evaluation
2. An end of unit quiz focused on the key learning from the topic

6

GOLDEN THREADS
These run through all the learning in Design & Technology

Design

Make

Evaluate

Technical knowledge