



Castle View Primary School and Nursery
Design and Technology overview
'Exceeding expectations, raising aspirations'

Aims:

- To develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- To build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.
- To critique, evaluate and test their ideas and products and the work of others.
- To understand and apply the principles of nutrition and learn how to cook.

Early Years Framework and National Curriculum

Cycle 1	All About Me	Let's Celebrate	Long, long ago...	On the farm	Nursery Rhymes	Real Life Hero
Cycle 2	Home Sweet Home	Light and Dark	Go wild	In my garden	Traditional	When I grow up

Nursery

Personal Social and Emotions Development

- 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.

Physical Development

- Use large-muscle movements to wave flags and streamers, paint and make marks.
- Choose the right resources to carry out their own plan.
- Use one-handed tools and equipment, for example, making snips in paper with scissors.

Understanding the World

- Explore how things work.

Expressive Arts and Design

- 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.
- Create closed shapes with continuous lines, and begin to use these shapes to represent objects

Castle View Primary School

Reception	<p>Physical Development</p> <ul style="list-style-type: none"> • Progress towards a more fluent style of moving, with developing control and grace. • Develop their small motor skills so that they can use a range of tools competently, safely and confidently. • Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. <p>Expressive Arts and Design</p> <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. <p>Create collaboratively, sharing ideas, resources and skills</p>					
ELG – Physical Development	<ul style="list-style-type: none"> • Use a range of small tools, including scissors, paintbrushes and cutlery. 					
ELG - Expressive Arts and Design	<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. 					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2



<p>EYFS Nursery</p>	<p>Select and use activities and resources, with help when needed. This helps them achieve the goal they have chosen, or one which is suggested to them.</p> <p>Use large scale muscle movements to wave flags and streamers, paint and make marks.</p> <p>Create closed shapes with continuous lines and being to use these shapes to represent objects.</p> <p>Explore, use, and refine a variety of artistic effects to express their ideas and feelings.</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 different materials freely, 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>Explore how things work.</p> <p>Make imaginative and complex 'small worlds' with blocks and construction kits, such as city with different buildings and a park.</p>	
<p>EYFS Reception</p>	<p>Explore, use, and refine a variety of artistic effects to express their ideas and feelings.</p>	<p>Explore, use, and refine a variety of artistic effects to express their ideas and feelings</p> <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</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>Explore, use, and refine a variety of artistic effects to express their ideas and feelings</p> <p>Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.</p> <p>Create</p>	<p>Explore, use, and refine a variety of artistic effects to express their ideas and feelings</p>	<p>Explore, use, and refine a variety of artistic effects to express their ideas and feelings.</p>

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		competently, safely and confidently.		collaboratively, sharing ideas, resources and skills		
Year 1	Design, make and evaluate – structures (joining and stability) Disassembled boxes to produce luggage bags for Barnaby	Design, make and evaluate – textiles – simple printing/finishing techniques	Design, make and evaluate – structures (stability) – animal homes	Design, make and evaluate –Food – making of bread	Food (sources, vocab, preparing, safety and hygiene, measure/weigh Make egg and cress sandwiches	Design, make and evaluate – Selecting from equipment, tools and techniques to cut shape, join and finish Creating model rock pools
Year 2	Design, make and evaluate Evaluation of rocket (homework project)	Design, make and evaluate – structures – axles Cars using CAD modelling for 3D design Joining, stability	Design, make and evaluate – structures – levers. Creating pop up books using levers and sliders Joining, stability	Design, make and evaluate – Food - cupcakes Structures – Food packaging – shell structure		3-D structures – Dens and Shelters
Year 3		Design, make and evaluate – Structures – 3D models		Textiles – 2D – 3D project		Design, make and evaluate – Food Making a healthy lunch box
Year 4		Mechanical and Electrical systems – create a wire maze		Mechanisms – Pneumatic moving toy		Textiles – running stitch and over sewing – blanket stitch to avoid fraying. Simple patterns and measurements to hem garments



Year 5	Levers and pulleys (shaduf)			Frame Structures		CAD Textiles – Link to Art & Design Textiles – printing Computer Designed logos
Year 6	Mechanisms – pulleys and gears			Textiles – pin, tack, join, stitches, Textiles - cross stitch (stitches, textures, colours)		Electrical Systems – Saving Sea Turtles - Microbit