LTON	Elton Primary School and Nursery Design Technology Overview from 2022								
SCHOOL & HAR	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2			
Nursery	<ul> <li>Notice patterns with strong contrasts and be attracted by patterns resembling the human face.</li> <li>Start to make marks intentionally.</li> <li>Explore paint, using fingers and other parts of their bodies as well as brushes and other tools.</li> <li>Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make.</li> <li>Start to develop pretend play, pretending that one object represents another. For example, a child holds a wooden block to her ear and pretend: a phone.</li> <li>Explore different materials, using all their senses to investigate them. Manipulate and play with different materials.</li> <li>Use their imagination as they consider what they can do with different materials.</li> </ul>								
Reception	Make simple models which express their ideas.     Early Learning Goals     • Explore, use and refine a variety of artistic effects to express their ideas and feelings.								
·	Early Learning Goals Creating with Materials		Return to and build on their previous learning, refining ideas and developing their ability to rep						
	<ul> <li>Safely use and explore a variety of materials, to experimenting with colour, design, texture, form</li> <li>Share their creations, explaining the process th</li> <li>Make use of props and materials when role pla narratives and stories.</li> </ul>	ey have used. ring characters in • Wa	<ul> <li>them.</li> <li>Create collaboratively, sharing ideas, resources and skills.</li> <li>Watch and talk about dance and performance art, expressing their feelings and responses.</li> </ul>						
	Being Imaginative and Expressive		<ul> <li>Develop storylines in their pretend play.</li> <li>Explore different materials freely, to develop their ideas about how to use them and what to make.</li> <li>Develop their own ideas and then decide which materials to use to express them.</li> <li>Join different materials and explore different textures.</li> <li>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</li> </ul>						
	<ul> <li>Invent, adapt and recount narratives and storie their teacher.</li> <li>Sing a range of well-known nursery rhymes and Perform songs, rhymes, poems and stories wit appropriate) try to move in time with music.</li> </ul>	songs.     others, and (when     others)							
	• Draw with increasing complexity and detail, such as representing a face with a circle and including details.								
	• Use drawing to represent ideas like movement or loud noises.								
	<ul> <li>Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.</li> </ul>								
	<ul> <li>Explore colour and colour-m</li> </ul>	ixing.							

## Key Stage 1

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment].

When designing and making, pupils should be taught to:

Design

design purposeful, functional, appealing products for themselves and other users based on design criteria

generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology Make

select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Evaluate

explore and evaluate a range of existing products

evaluate their ideas and products against design criteria

Technical knowledge

build structures, exploring how they can be made stronger, stiffer and more stable

explore and use mechanisms [for example, levers, sliders, wheels and axles] in their products

Year 1	Lost and Found	Nibbles	The Lion Inside	The curious case of	Toys in Space	Goldilocks and just
				the disappearing		the one bear
	Design and make a		Design and make an	mammoth		
	sandwich for the		animal mask.			Design, Test, make
	journey		Select tools:			boats/rocket
			cutting, shaping,			i.e. Whose rocket
			joining, finishing			can travel the
			select materials			furthest?
						Which
						materials/shape
						boats float?
Year 2	Troll Swop	The owl who was afraid of	Dragon Machine	Great Fire of London	The Last Wolf	Grandad's secret
		the dark		Major Glad and Major		giant
			Designing and make a	Dizzy		
		Create a fat ball to feed an	functional machine			
		owl	exploring a range of	Moving Toys – design		
		Evaluate existing products.	materials to support	and make		
		Design and make task.	written stories	Levers/sliders/wheel		
			Pre-links to using	axles		
			levers/sliders wheels			

## Key Stage 2

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example, the home, school, leisure, culture, enterprise, industry and the wider environment].

When designing and making, pupils should be taught to:

Design

use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

## Make

select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately

select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate

investigate and analyse a range of existing products

evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

understand how key events and individuals in design and technology have helped shape the world

Technical knowledge

apply their understanding of how to strengthen, stiffen and reinforce more complex structures

understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]

understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]

apply their understanding of computing to program, monitor and control their products

Year 3	Seal Surfer	Winter's Child	Stone Age Boy/Snow	Big Blue Whale	Journey	Zereffa Giraffa
			Dragon			
		Snow scene in a box –			Design and make a	
		focus on cutting, joining,			bridge to cross the moat	
		shaping, finishing			into Citadel	
		Selecting range of			Skills: research and	
		materials			evaluate bridges, test	
					materials and evaluate	
Year 4	Gorilla	Leon and the place	Escape from Pompeii	When the giant	Where the forest meets	Blue John
		between		stirred	the sea	
			Build a structure to			Rainforest fruit
		Fairground game or	withstand a volcanic			salad –
		mechanical toy. Using	eruption and			evaluate/food taste
		simple gears, pulleys cams,	earthquake -			existing food
		levers and linkage	generate ideas,			product. Design
			develop,			make and evaluate
			communicate, create			own Fruit salad.
			sketches.			

Year 5	Queen of the Falls	The Lost Happy Endings	Arthur and the Golden Rope	The Darkest Dark	The Paper Bag Prince	The Hunter
	Design and make a			Design and make		
	model raft that can		Super Hero	own moving		
	withstand a drop -		Granola/Snack	spaceship/model.		
	'Niagra Falls'. Use water		Pot/Energy Bar			
	- Test and evaluate.		Food Tasting -			
			evaluating			
			preparation, making,			
			evaluation.			
			Food			
Year 6	Star of Hope, Star of	Can we save the Tiger?	The Selfish Giant	Jemmy Button	Manfish	Sky Chasers
	Fear					
		Shadow puppets – Design			Design a light system for	Textiles – _design
		and make, cutting,			underwater diving.	own t-shirts which
		selecting materials -			Electrical control/testing	show your identity
		TIGERS			materials – i.e.	(batik, patchwork,
					waterproof	tie dye)
					covering/on/off	
					switches/buzzer alert	