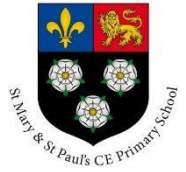


St Mary and St Paul's



Design and Technology



	Autumn	Spring	Summer
Year 1	Structures: constructing a windmill	Mechanisms: making a moving story book	Textiles: Puppets
Year 2	Structures: Baby Bears Chair	Food: A balanced Diet	Textiles: Pouches
Year 3	Food: Eating Seasonally	Digital (CAD): Electronic Charm Lego - man	Structures: Constructing a castle
Year 4	Electrical Systems: Torches	Textiles: Fastenings	Mechanical Systems: Pneumatic Toys
Year 5	Electrical Systems: Doodler	Structures: Bridges	Mechanical Systems: Pop up book
Year 6	Textiles: Waistcoats	Digital (CAD): Navigating the world Lego Man	Food: Come dine with me

Where we find Design and Technology in our EYFS Curriculum?

EYFS Assessment Criteria	Curriculum in Nursery	Curriculum in Reception
Communication and Language - Understanding	Responding to technology, for example tools, toys and other equipment with moving parts using vocabulary such as twisting, turning, moving,	Responding to technology, for example tools, toys and other equipment with moving parts using vocabulary such as twisting, turning, moving, working, making it better
Mathematics - special awareness	Attempts to create arches and enclosures when building, using trial and improvement to select blocks.	Investigates turning and flipping objects in order to make shapes fit and create models; predicting and visualising how they will look (spatial reasoning).
EAD - Being Imaginative & Expressive	Using various construction materials (eg, joining pieces, staking vertically and horizontally, balancing, making enclosures and creating spaces. Using tools for a purpose. Noticing what other children and adults do, mirroring what is observed, adding variations. Using available resources to create props or create imaginary ones to support play.	Uses their increasing knowledge and understanding of tools and materials to explore their interests and enquiries and develop their thinking. Uses combinations of art forms, e.g. moving and singing, making and dramatic play, drawing and talking, constructing and mapping. Uses simple tools to effect changes to materials.
UTW - Technology	Shows an interest in technological toys with knobs or pulleys, real objects such as cameras, and touchscreen devices such as mobile phones and tablets. Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images. Plays with a range of materials to learn cause and effect, for example, makes a string puppet using dowels and string to suspend the puppet.	Develops digital literacy skills by being able to access, understand and interact with a range of technologies. Can use the internet with adult supervision to find and retrieve information of interest to them.
Physical Development	Taking practical action to reduce risk showing their understanding that equipment and tools can be used safely.	Shows understanding of how to transport and store equipment safely.