

## Design and Technology – Curriculum Plan 2023-2024

	Autumn 1 Orange and Gold	Autumn 2 Red	Spring 1 White	Spring 2 Blue	Summer 1 Yellow	Summer 2 Green
EYFS	<p><b>Food</b> Handle equipment including knives effectively and safely. Practise stirring, mixing and pouring.</p>	<p><b>Electricals &amp; Electronics</b> To know that some toys and devices need batteries to work. To understand that if something is not working properly it could be fixed.</p>		<p><b>Construction</b> Use glue and sticky tape. Construct with a purpose in mind. <b>Mechanics</b> Name different types of transport. Discuss mechanisms on toys such as, wheels on cars or levers on bridges.</p>	<p><b>Revisit Food</b></p>	<p><b>Textiles</b> Colour and decorate textiles using some techniques (adding sequins, pompoms, sticky shapes, lollipop sticks) <b>Materials</b> Cut materials safely using scissors.</p>
Year 1	<p><b>Food</b> Know how to make an activity safe and hygienic Cut, peel and grate safely, with support assemble or cook ingredients Practise the claw and bridge method when cutting</p>	<p><b>Electricals &amp; Electronics</b> To know that toys and other devices use a simple circuit that sometimes includes a battery to work. To replicate a simple light bulb circuit.</p>		<p><b>Construction</b> Design products based on design criteria Use a range of tools to perform practical tasks, eg cutting, shaping, joining and finishing Use card and paper to join materials together. <b>Mechanics</b> Explore how a product can be made stronger, stiffer and more stable. <b>Revisit Electronics</b></p>	<p><b>Revisit Food</b></p>	<p><b>Textiles</b> Cut and join textiles to make a product, with some support Choose suitable textiles to create the desired effect. <b>Materials</b> Cut materials safely using tools provided, Practise a range of cutting and shaping techniques (such as tearing and folding). Demonstrate using gluing as a joining technique.</p>
Year 2	<p><b>Food</b> Weigh using measuring cups/spoons and electronic scales Measure some foods in grams Chop, slice, grate, mix and spread with increasing independence.</p>	<p><b>Electricals &amp; Electronics</b> To understand that faults occur in electrical and battery-operated toys and devices. To create simple circuits including a lightbulb or buzzer.</p>		<p><b>Construction</b> Design purposeful, functional, appealing products based on design criteria Practise screwing, gluing and/or nailing as a way to strengthen products.</p>	<p><b>Revisit Food</b></p>	<p><b>Textiles</b> Measure textiles Join textiles together to make a product, and explain how it was done. Carefully cut textiles to produce accurate pieces. Join textiles using a running stitch. Colour and decorate textiles.</p>

	<p>Choose the claw or bridge method for cutting with a knife. Prepare simple dishes without a heat source</p>	<p>To be able to suggest and investigate possible faults.</p>		<p>Use slots, split pins, tabs and braces as a way of joining products together. <b>Mechanics</b> Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. <b>Revisit Electronics</b></p>		<p>Explain choices of textile. <b>Materials</b> Measure and mark out to the nearest centimetre, Use folding, curling, cutting and/or shaping techniques as part of a design. Use a range of joining techniques (such a gluing, hinges, folding or combining materials to strengthen).</p>
<p>Throughout the Year</p>	<p>All year groups will: Follow the design, make and evaluate process. Create products that have a use and purpose.</p>					