

Manor Wood DT LTP – Curriculum Overview EYFS–Y6

EYFS – Expressive Arts and Design

**Return to and build on their previous learning, refining ideas and developing their ability to represent them
Create collaboratively, sharing ideas, resources and skills**

Provide opportunities to work together to develop and realise creative ideas.

Provide children with a range of materials for children to construct with. Encourage them to think about and discuss what they want to make. Discuss problems and how they might be solved as they arise. Reflect with children on how they have achieved their aims.

Teach children different techniques for joining materials, such as how to use adhesive tape and different sorts of glue.

Provide a range of materials and tools and teach children to use them with care and precision. Promote independence, taking care not to introduce too many new things at once.

Encourage children to notice features in the natural world. Help them to define colours, shapes, textures and smells in their own words. Discuss children's responses to what they see.

KS1 Programme of Study 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

Cooking and Nutrition

- use the basic principles of a healthy and varied diet to prepare dishes
- understand where food comes from.

Year Group	Autumn Term	Spring Term	Summer Term
Year 1	Textiles Marvellous Me	Mechanical Systems and Structures Weather Dial (Sliders)	Technical Picture Frames

	<p style="text-align: center;">Cooking and Nutrition Yorkshire Grub (Yorkshire puddings) Seasonal Fruit and Vegetables (Pumpkin soup)</p>		
Year 2	<p>Textiles Hand Puppets</p>	<p>Technical London Tax (Wheels and axels)</p>	<p>Mechanical Systems and Structures London Bridge Moving Card (Levers)</p>
	<p style="text-align: center;">Cooking and Nutrition Best of British (Bread and dips, scones and jam)</p>		
	<p>Skills Units: Sewing basics</p>		

Key Stage Two – Programme of Study

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.

Cooking and Nutrition

- understand and apply the principles of a healthy and varied diet
- prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.

Year Group	Autumn Term	Spring Term	Summer Term
Year 3	Cooking and nutrition Christmas in Europe (shortbreads & more)	Mechanical Systems and Structures Levers and linkages Egyptian Pyramids	Textiles Manor Wood Apron
	Skills Units: Problem Solving		
Year 4	Technical Light up Christmas Card (Circuits and Switches)	Cooking and nutrition Ancient Greece	Textiles Pump Bag
	Skills Units: Manor Wood Apron Problem Solving (Structures)		
Year 5	Textiles Victorian book	Cooking and Nutrition Stews and Breads	Mechanical systems and structures Moving toys (cams)
	Skills Units: Manor Wood Apron Windmills (Motors)		
Year 6	Cooking and Nutrition VE Day	Textiles Islamic Embroidery	Technical and Mechanical System Steady Hand Game
	Skills Units: Manor Wood Apron Edible Garden & Seasonal Cooking		