

Design & Technology Curriculum Project Overview

Cycle A			
Phase	Autumn	Spring	Summer
EYFS	<p><u>Fine Motor Skills ELG</u> Children at the expected level of development will:</p> <ul style="list-style-type: none"> • Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases; • Use a range of small tools, including scissors, paint brushes and cutlery; • Begin to show accuracy and care when drawing. <p><u>Expressive Arts and Design Creating with Materials ELG</u> Children at the expected level of development will:</p> <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; • Make use of props and materials when role playing characters in narratives and stories. 		
	Structures	Cooking & Nutrition	Design & Programming
KS1	How can a free-standing structure be made stiffer, stronger and more stable?	How do we prepare fruit and vegetables to use in bread?	How can BeeBot be programmed to follow a themed track I have made?
LKS2	How can paper create strong structures?	What techniques and processes could we use to improve a Stone Age diet?	How can a computer be used to control an automated nightlight?
UKS2	How can our knowledge of structures be used to create a real-life product for our school?	How can we use and adapt a Victorian menu?	How can a computer control an intruder device?