

# Design & Technology Curriculum Project Overview

Design & Technology Cycle B Overview			
Phase	Autumn	Spring	Summer
Cycle B			
EYFS	<p><u>Fine Motor Skills ELG</u> Children at the expected level of development will:</p> <ul style="list-style-type: none"> <li>• Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases;</li> <li>• Use a range of small tools, including scissors, paint brushes and cutlery;</li> <li>• Begin to show accuracy and care when drawing.</li> </ul> <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"> <li>• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function;</li> <li>• Share their creations, explaining the process they have used;</li> <li>• Make use of props and materials when role playing characters in narratives and stories.</li> </ul>		
	Mechanical Product	Textiles	Computer Aided Design
KS1	How can I make a vehicle that moves?	How do I join and decorate fabric to make a hand puppet?	What computer skills do I need to be a product designer? (Purple Mash)
LKS2	How can air make a toy move?	How do I utilise different sewing techniques and fastenings to make a product?	What skills will I use in computer aided design to create an avatar? (Tinkercad)
UKS2	How can we use CAMs to create movement for an automated toy?	How can I use a combination of textile skills to make an item of clothing?	How can I share my ideas using computer aided design for a solar powered invention? (Tinkercad)