

# Design Technology - Overview

	Autumn Term	Spring Term	Summer Term
<b>Themes</b>	Getting to know school, My Family, My Friends, My Body, My senses, Halloween, Bonfire Night, Fireworks, Divali, Christmas	Light and Dark, Long and Short, Heavy and Light, Thick & Thin, Hot and Cold, Fast and Slow, Chinese New Year, Peter Pan, Little Mermaid, Three Little Pigs, Three Billy Goats, Easter story	Seeds, Plants, Vegetables, Fruit, Caterpillars/butterflies, Tadpoles/frogs, Meadow, Minibeasts/Minuscule, Pets, Farm Animals, Jungle Animals, Sea Creatures
<b>Lesson Ideas</b>	Daisy chains, Portraits, Making nests, Puppets, Box model people, Rainbow fish, Toffee apples, Diwali sweets, Wreaths, Cards, Calendars	Planets, Rockets, Heating and melting objects, Cars, Material structures, London landmarks (Big Ben), Construct a ship (Physical), Make cities with wooden blocks, 3 pigs house construction, Easter cards	Jack and the Beanstalk activities, Vegetable pizzas, Fruit salads, Smoothies, Clay model caterpillars, Clay frogs, Make habitats, Pet carriers, Box model farms, Jungle animal prints, Sea creature masks
<b>Expressive Arts and Design</b>	<ul style="list-style-type: none"> <li>• Make imaginative and complex small worlds with blocks and construction kits, such as a city with different buildings and a park.</li> <li>• Explore different materials freely, in order to develop their ideas about how to use them and what to make.</li> <li>• Develop their own ideas and then decide which materials to use to express them.</li> <li>• Create closed shapes with continuous lines and begin to use these shapes to represent objects.</li> </ul>		
<b>Physical Development</b>	<ul style="list-style-type: none"> <li>• Progress towards a more fluent style of moving, with developing control and grace.</li> <li>• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</li> <li>• Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor</li> </ul>		
<b>Area</b>	Design and Develop Talk about what they want to make	Making Use a variety of tools to make models	Product and Evaluation Be excited about what they have made
<b>Key Vocabulary</b>	Plan, Draw, Ideas, Design	Make, Build, Combine, Join, Shape, Tools	Complete, Product, Final, Change, Like, Dislike, Nest time, Better, Worse, Different, Instead
<b>Assessment for Learning</b>	<ul style="list-style-type: none"> <li>• Can they make observations about the features of objects?</li> <li>• Can they use their senses to explore and describe objects?</li> <li>• Can they think of some ideas of their own?</li> </ul>	<ul style="list-style-type: none"> <li>• Can they explain what they are making?</li> <li>• Can they select appropriate resources and tools?</li> <li>• Can they explain which tools are they using and why?</li> <li>• Can they use tools safely?</li> <li>• Can they use tools to manipulate materials?</li> </ul>	<ul style="list-style-type: none"> <li>• Can they identify success and next steps?</li> <li>• Can they change their strategy as needed?</li> </ul>

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