

Design and Technology Topic Overview





Ashwater Year B

EYFS	Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to				
3-4	them. Use large-muscle movements to wave flags and streamers, paint and make marks. Choose the right resources to carry out their own plan. Use				
	one-handed tools and equipment, for example, making snips in paper with scissors. Explore how things work. UW Make imaginative and complex				
	'small worlds' with blocks and construction kits, such as a city with different buildings and a park. Explore different materials freely, in order to				
	develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them.				
	Create closed shapes with continuous lines, and begin to use these shapes to represent objects.				
EYFS	Progress towards a more fluent style of moving, with developing control and grace. Develop their small motor skills so that they can use a range of				
Reception	on tools competently, safely and confidently. Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor				
	Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and				
	developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.				
ELG	Use a range of small tools, including scissors, paintbrushes and cutlery. PD Safely use and explore a variety of materials, tools and techniques,				
	experimenting with colour, design, texture, form and function. EA&D Share their creations, explaining the process they have used.				
Design and	Ashwater - Nursery	Ashwater – Class 1	Ashwater – Class 2		
Technology					

Autumn Year B	Flapjacks Bread Clay diva Poppy creations Using tools safely e.g. scissors	Design, make, evaluate What makes a strong structure? Technical Knowledge: Design, make and evaluate a strong structure/house.	Design, make, evaluate What mechanisms will help me make an Egyptian Shaduf? Technical Knowledge: mechanisms and strengthen and stiffen more complex structures
Spring Year B	Cooking Lanters Space craft Straw and ladder	Design, make, evaluate What food categories are there? What makes a healthy diet? Cooking and nutrition: use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from.	Design, make, evaluate Where is Italy and what food is it famous for? Cooking and nutrition: understand and apply the principles of a healthy varied diet and eating affordably.
Summer Year B	Healthy Eating Seed packet Textures – collage, cornflour water	Design, make, evaluate What is a moving part? Technical Knowledge: Moving parts & levers, pivots & sliders	Design, make, evaluate What textiles will make the best bag? Technical Knowledge: knowledge of how to strengthen, stiffen and reinforce complex structures.