



Weston Village Primary School

Design and Technology Curriculum Plan

	Autumn	Spring	Summer
EYFS	Children in EYFS develop their Design and Technology skills via the curriculum area of Expressive Arts and Design. Children have access to free choice/ planned activities throughout the year in order to develop these skills. As a result, the children prepare for national curriculum through the following:		
	SKILL -use a variety of construction materials to create own representations -build models that require structure and balance -explore a variety of tools and realise they can be used for a purpose -manipulate materials to achieve a planned effect -select own resources for creations and adapt own work when problems arise -select tools and techniques needed to shape, assemble and join materials	ELG ELG 16 Exploring and using media and materials: Children sing songs, make music and dance, and experiment with ways of changing them. They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. ELG 17 Being imaginative: Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.	
Year 1	Playgrounds Make a model piece of playground equipment.	Sensational Salads Use a range of tools to create a healthy fruit or vegetable salad based on a design criterion.	Traditional Tales Create a moving picture based on a traditional tale.
Year 2	Fabric Bunting Create a purposeful string of bunting (number line) using a range of joining techniques.	Hammocks Create a mock hammock using a range of materials and investigate how to make it stronger. Then create one in the Forest School area to support own weight.	Vehicles Using wheels, axels and chassis to make a moving vehicle.
Year 3	Let's Go Fly a Kite Develop a frame structure, strengthen and stiffen to then create their own kite	Mechanical Posters Design a poster that includes the use of levers and linkages.	The Great Bread Bake Off Design and bake bread using a range of equipment and ingredients.

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Year 3/4	Battery Operated Lights Create a new light by using their knowledge and understanding of electrical systems.	Juggling Balls Create a juggling ball that includes the use of tie-dye, fabric paints and then hem and overstitch.	Edible Garden Children grow own ingredients to then use in their own recipes.
Year 4/5	Felt Phone Cases Create a felt phone case using a running stitch, backstitch, whip stitch and blanket stitch.	Alarms Experiment with circuits and switches before making their own alarm system for a purpose.	Programming Adventurers Using BeeBots children will design an adventure map having explored various materials first.
Year 5/6	Automata Animals Using cam mechanisms children cut, shape and join accurately.	Marbulous Structures Create a complex and free-standing marble run and show how it can be strengthened and reinforced.	Global Food Children cook a range of foods from around the world developing basic and advanced cooking skills.
Year 6	Crumble Buggy Use computer programs to make a crumble buggy kit perform different tasks.	Shelters/Outdoor cooking Children build various shelters using a range of knots. They then strengthen their structure. Use a firepit to cook a range of snacks.	Props for a Production Children design, make and produce a range of props for their end of year production.

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