



Launton Church of England Primary School



Design and Technology curriculum provision plan

EYFS nursery and reception

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Nursery	<p>Marvellous Me! Use a variety of materials to create self-portraits.</p>	<p>Colours of the Rainbow Christmas cooking. Christmas craft activities.</p>	<p>Winter Wonderland Using junk modelling to create igloos and icebergs to add to our small world.</p>	<p>The Great Outdoors Using natural objects for making minibeast houses.</p>	<p>Animal Kingdom Clay hedgehogs</p>	<p>Under the sea and Pirates Use a variety of materials (including glue and tape) to make sea creatures.</p>
Introducing Vocabulary	<p>picture, drawing, use tools materials idea</p>	<p>Food Cooking Stirring Baking Oven Ingredients</p>	<p>3D Igloo Iceberg Sticking Folding</p>	<p>Wood Natural Habitat Home</p>	<p>material wood glass paper hard soft</p>	<p>Glue Tape Material Stick Cut</p>
Continuous provision	<p>Opportunities for exploring different materials and ways of joining them together.</p> <p>Providing activities that require developing cutting skills.</p> <p>Building bug hotels/houses in the garden with natural resources.</p>					

Junk modelling available for children to explore freely.

Retrieval practice			elements from All about me topic	elements from All about me topic	elements from 'The World' topic	elements from 'Growing' topic	elements from 'Traditional Stories' topic
Reception	<p>Marvellous Me! Use a variety of materials to create self-portraits (paper plates)</p>		<p>Colours of the Rainbow Christmas cooking. Christmas craft activities – using a variety of joins.</p>	<p>Winter Wonderland Chinese lanterns</p>	<p>The Great Outdoors Design and make minibeast houses using natural and found materials.</p>	<p>Animal Kingdom Use recyclable materials to make animals and minibeasts.</p>	<p>Under the sea and Pirates Food for a pirate picnic.</p>
Consolidating Vocabulary	<p>picture, drawing, use experiment, change,</p>	<p>tools, materials, idea, improve</p>	<p>food meal snack healthy diet</p>	<p>technology tape record video photograph, computer</p>		<p>material metal wood rock plastic hard glass</p>	<p>soft paper fabric material smooth shiny rough</p>
Continuous provision	<p>Craft area enables the children to self-select resources that they need/want. They have glue and tape to help them join their pieces together.</p> <p>Provide a range of materials for children to explore, including paper, cotton wool, lolly sticks, string etc.</p> <p>Opportunities for cooking throughout the year.</p> <p>Continue to provide opportunity for the children to build upon their cutting skills.</p>						

Retrieval practice		elements from All about me topic	elements from All about me topic	elements from 'The World' topic	elements from 'Growing' topic	elements from 'Traditional Stories' topic
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Design Technology curriculum provision plan

Milestone 1 / KS1

	3 weeks		4 weeks		4 weeks		4 weeks		3 weeks			
Year group 1 (Basic)	Mechanisms Sliders and levers Moving Poster -plan by suggesting what to do next -select and use tools, explaining their choices, to cut shape and join paper and card		Textiles Templates and joining techniques Glove Puppet <i>-Understand how simple 3D textile products are made</i> <i>-Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling</i>		Mechanisms Wheels and axles Generic car for a character <i>-generate ideas based on simple design criteria and their own experiences</i> <i>- develop, model and communicate their ideas through talking, mock-ups and drawings</i>		Structures Freestanding structures Enclosure for farm/zoo animals <i>-generate ideas based on simple design criteria and their own experiences</i> <i>- develop, model and communicate their ideas through talking, mock-ups and drawings</i>		Food Preparing fruit and vegetables Fruit Salad (including cooking and nutrition requirements for KS1) <i>-design appealing products for a particular user based on simple design criteria</i> <i>- generate initial ideas and design criteria through investigating a variety of fruit and vegetables</i>			
	Introducing Vocabulary	slider	join	template	design criteria	vehicle	fixed	structure	thinner	Fruit and vegetable names	flesh	
	lever	pull	pattern pieces	make	wheel	moving	wall	thicker		seed		
	pivot	push	mark out	evaluate	axle	mechanism	lower	corner	Names of equipment and utensils	skin		
	slot	up/down	join	user	axle holder	names of tools used	framework	point		pip		
	bridge/guide	straight	decorate	purpose	chassis	design	weak	straight		core		
	card	curve	finish	function	body	make	strong	curved	Sensory vocabulary e.g. soft, juicy, crunchy.	slicing peeling		
	masking tape	forwards	features		cab	evaluate	base	metal		cutting		
		backwards			assembling		top	wood				

	paper fastener paper binders		suitable quality mock-up design brief		cutting joining shaping finishing	purpose user criteria functional	underneath side edge	plastic names of 2D shapes surface		heathy diet ingredients planning popular	
Continuous provision	Using rulers, pencils and scissors accurately- measuring to the nearest cm Homework and seasonal activities										
Retrieval practice (Prior learning for next topic)	Explore and used different fabrics. Cut and join fabrics with simple techniques.	Assemble vehicles with moving wheels using construction kits. Explore moving vehicles through play.	Experience using construction kits to build walls, towers and frameworks. Experience using of basic tools e.g., scissors or hole punches with construction materials e.g., plastic, card. Experience different methods of joining card and paper.	Experience common fruit and vegetables, undertaking sensory activities i.e., appearance taste and smell.							
Year group 2 (Advancing/ Deep)	Mechanisms Sliders and levers Greetings Card -plan by suggesting what to do next -select and use tools, explaining their choices, to cut shape and join paper and card	Textiles Templates and joining techniques Simple Bag <i>Understand how simple 3D textile products are made</i> <i>-Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling</i>	Mechanisms Wheels and axles Specific vehicle for a specific character <i>-generate ideas based on simple design criteria and their own experiences</i> <i>- develop, model and communicate their ideas through talking, mock-ups and drawings</i>	Structures Freestanding structures Bridge for Billy Goats Gruff <i>-generate ideas based on simple design criteria and their own experiences</i> <i>- develop, model and communicate their ideas through talking, mock-ups and drawings</i>	Food Preparing fruit and vegetables Fruit and vegetable kebabs (including cooking and nutrition requirements for KS1) <i>-design appealing products for a particular user based on simple design criteria</i> <i>- generate initial ideas and design criteria through investigating a variety of fruit and vegetables</i>						

Consolidating Vocabulary	slider lever pivot slot bridge/guide card masking tape paper fastener paper binders	join pull push up/down straight curve forwards backwards	template pattern pieces mark out join decorate finish features suitable quality mock-up design brief	design criteria make evaluate user purpose function	vehicle wheel axle axle holder chassis body cab assembling cutting joining shaping finishing	fixed moving mechanism names of tools used design make evaluate purpose user criteria functional	structure wall lower framework weak strong base top underneath side edge	thinner thicker corner point straight curved metal wood plastic names of 2D shapes surface	Fruit and vegetable names Names of equipment and utensils Sensory vocabulary e.g. soft, juicy, crunchy.	flesh seed skin pip core slicing peeling cutting heathy diet ingredients planning popular	
Continuous provision	Using rulers, pencils and scissors accurately- measuring to the nearest cm Homework and seasonal activities										
Retrieval practice (Prior learning for next topic)	Explore and used different fabrics. Cut and join fabrics with simple techniques.		Assemble vehicles with moving wheels using construction kits. Explore moving vehicles through play.		Experience using construction kits to build walls, towers and frameworks. Experience using of basic tools e.g., scissors or hole punches with construction materials e.g., plastic, card. Experience different methods of joining card and paper.		Experience common fruit and vegetables, undertaking sensory activities i.e. appearance taste and smell.				



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Design Technology curriculum provision plan

Milestone 2 / Lower KS2

		4 weeks		4 weeks		3 weeks		3 weeks		4 weeks	
Year group 3 (Basic)		<p>Textiles</p> <p>2-D shape to 3-D product</p> <p>apron</p> <p><i>-Generate realistic ideas through discussion and design criteria for an appealing, functional product fit for purpose and specific user/s</i></p> <p><i>-select fabrics and fastenings according to their characteristics</i></p>		<p>Mechanical Systems</p> <p>Levers and linkages</p> <p>Movable information page</p> <p><i>-Use annotated sketches and prototypes to develop, model and communicate ideas</i></p> <p><i>- select from and use appropriate tools with some accuracy to cut, shape and join paper and card.</i></p>		<p>Food</p> <p>Healthy and varied diet (including cooking and nutrition requirements for KS2)</p> <p>Pitta Pockets</p> <p><i>-Generate realistic ideas through discussion and design criteria for an appealing, functional product fit for purpose and specific user/s</i></p> <p><i>-select from a range of ingredients to make appropriate food products, thinking about sensory characteristics</i></p>		<p>Electrical Systems</p> <p>Simple circuits and switches (including programming and control)</p> <p>Illuminated sign</p>		<p>Structures</p> <p>Shell structures (including computer-aided design)</p> <p>Party box</p>	
	Introducing Vocabulary	fabric	stitch	mechanism	bridge	Names of products/ equipment/ utensils/ techniques and ingredients	smell	series circuit	USB	shell structure, three-dimensional (3-D) shape, net, cube, cuboid, prism, vertex, edge, face, length, width,	joining, assemble, accuracy, material, stiff, strong, reduce, reuse, recycle, corrugating, ribbing, laminating
	names of fabrics	seam	lever	guide	texture	preference	fault	cable	three-dimensional (3-D) shape, net, cube, cuboid, prism, vertex, edge, face, length, width,	accuracy, material, stiff, strong, reduce, reuse, recycle, corrugating, ribbing, laminating	
	fastening	allowance	linkage pivot slot	system		greasy	connection	wire	insulator		
	compartment		input	oscillating		moist	toggle switch	insulator	conductor		
	zip		process	reciprocating		cook					
						fresh					

	button structure finishing technique strength weakness stiffening templates		output linear rotary innovative appealing	user purpose function prototype design criteria design brief	taste sweet sour hot spicy appearance	savoury hygienic edible	push-to-make switch push-to-break switch battery battery holder LED bulb bulb holder	crocodile clip control program system input device output device process	breadth, capacity marking out, scoring, shaping, tabs, adhesives,	font, lettering, text, graphics, decision, evaluating, innovative, prototype
Continuous Provision	Using rulers, pencils and scissors accurately- measuring to the nearest mm									
	Homework and seasonal activities Additional cooking and preparing food for school events									
Retrieval practise (Prior learning needed for next topic)	Have joined fabric in simple ways by gluing and stitching. • Have used simple patterns and templates for marking out. • Have evaluated a range of textile products	Explored and used mechanisms such as flaps, sliders and levers. • Gained experience of basic cutting, joining and finishing techniques with paper and card.	Know some ways to prepare ingredients safely and hygienically. • Have some basic knowledge and understanding about healthy eating and The eatwell plate. • Have used some equipment and utensils and prepared and combined ingredients to make a product.	Constructed a simple series electrical circuit, using bulbs, batteries, switches and buzzers. • Cut and joined a variety of construction materials, such as wood, card, plastic, reclaimed materials and glue.	Experience of using different joining, cutting and finishing techniques with paper and card. • A basic understanding of 2-D and 3-D shapes in mathematics and the physical properties and everyday uses of materials in science.					
Year group 4 (Advancing/ Deep)	Textiles 2-D shape to 3-D product Shoe bag <i>-Generate realistic ideas through discussion and design criteria for an appealing, functional product fit for purpose and specific user/s</i> <i>-select fabrics and fastenings according to their characteristics</i>	Mechanical Systems Levers and linkages Storyboard <i>-Use annotated sketches and prototypes to develop, model and communicate ideas</i> <i>- select from and use appropriate tools with some accuracy to cut, shape and join paper and card.</i>	Food Healthy and varied diet (including cooking and nutrition requirements for KS2) Healthy Snack bar <i>-Generate realistic ideas through discussion and design criteria for an appealing, functional product fit for purpose and specific user/s</i> <i>-select from a range of ingredients to make</i>	Electrical Systems Simple circuits and switches (including programming and control) Nightlight	Structures Shell structures (including computer-aided design) Desk tidy					



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Design Technology curriculum provision plan

Milestone 3 /Upper KS2

		4 weeks		4 weeks		3 weeks		3 weeks		4 weeks	
Year group 5 (Basic)		Textiles Combining different fabric shapes (including computer-aided design) Mobile phone carrier		Structures Frame structures Bus shelter		Mechanical Systems Pulleys or gears (after gears in Science) Window display with moving parts		Food Celebrating culture and seasonality (including cooking and nutrition requirements for KS2) Pizza		Electrical Systems More complex switches and circuits (including programming, monitoring and control) Alarm for valuable artefact	
	Introducing Vocabulary	seam, seam allowance, wadding, reinforce, right side, wrong side, hem, template, pattern pieces	name of textiles and fastenings used, pins, needles, thread, pinking shears, fastenings, iron transfer paper	frame structure stiffen strengthen reinforce triangulation stability shape join temporary functional	permanent design brief design specification prototype annotated sketch purpose user innovation research	pulley, drive belt, gear, rotation, spindle, driver, follower, ratio, transmit, axle, motor circuit, switch, circuit diagram	annotated drawings, exploded diagrams mechanical system, electrical system, input, process, output	ingredients, yeast, dough, bran, flour, wholemeal, unleavened, baking soda, spice, herbs fat, sugar, carbohydrate, protein, vitamins, nutrients, nutrition, healthy, varied,	gluten, dairy, allergy, intolerance, savoury, source, seasonality utensils, combine, fold, knead, stir, pour, mix, rubbing in, whisk, beat, roll out, shape, sprinkle, crumble	series circuit, parallel circuit, names of switches and components, input device,	output device, system, monitor, control, program, flowchart

Continuous Provision	Using rulers, pencils and scissors accurately- measuring to the nearest mm Homework and seasonal activities Additional cooking and preparing food for school events										
Retrieval practice (Prior learning needed for next topic)	Experience of basic stitching, joining textiles and finishing techniques. • Experience of making and using simple pattern pieces.	• Experience of using measuring, marking out, cutting, joining, shaping and finishing techniques with construction materials. • Basic understanding of what structures are and how they can be made stronger, stiffer and more stable.	Experience of axles, axle holders and wheels that are fixed or free moving. • Basic understanding of electrical circuits, simple switches and components. • Experience of cutting and joining techniques with a range of materials including card, plastic and wood. • An understanding of how to strengthen and stiffen structures.	Have knowledge and understanding about food hygiene, nutrition, healthy eating and a varied diet. • Be able to use appropriate equipment and utensils, and apply a range of techniques for measuring out, preparing and combining ingredients.	Understanding of the essential characteristics of a series circuit and experience of creating a battery powered, functional, electrical product. • Initial experience of using computer control software and an interface box or a standalone box, e.g. writing and modifying a program to make a light flash on and off.						
Year group 6 (Advancing/ Deep)	Textiles Combining different fabric shapes (including computer-aided design) Fabric door stop		Structures Frame structures Bird Hide		Mechanical Systems Pulleys or gears (after gears in Science) (from a kit) a controllable toy vehicle with gears and pulleys		Food Celebrating culture and seasonality (including cooking and nutrition requirements for KS2) Savoury Muffin		Electrical Systems More complex switches and circuits (including programming, monitoring and control) Alarm for school shed		
Consolidating Vocabulary	seam, seam allowance, wadding, reinforce, right side, wrong side, hem, template, pattern pieces	name of textiles and fastenings used, pins, needles, thread, pinking shears, fastenings, iron transfer paper	frame structure stiffen strengthen reinforce triangulation stability shape join	permanent design brief design specification prototype annotated sketch purpose user innovation	pulley, drive belt, gear, rotation, spindle, driver, follower, ratio, transmit, axle, motor circuit, switch, circuit diagram	annotated drawings, exploded diagrams mechanical system, electrical system, input, process, output	ingredients, yeast, dough, bran, flour, wholemeal, unleavened, baking soda, spice, herbs fat, sugar, carbohydrate, protein, vitamins, nutrients, nutrition, healthy, varied,	gluten, dairy, allergy, intolerance, savoury, source, seasonality utensils, combine, fold, knead, stir, pour, mix, rubbing in, whisk, beat, roll out, shape, sprinkle, crumble	series circuit, parallel circuit, names of switches and components, input device,	output device, system, monitor, control, program, flowchart	

				temporary functional	research						
Continuous Provision	<p>Using rulers, pencils and scissors accurately- measuring to the nearest mm</p> <p>Homework and seasonal activities</p> <p>Additional cooking and preparing food for school events</p>										
Retrieval Practice	<p>Experience of basic stitching, joining textiles and finishing techniques. • Experience of making and using simple pattern pieces.</p>	<ul style="list-style-type: none"> • Experience of using measuring, marking out, cutting, joining, shaping and finishing techniques with construction materials. • Basic understanding of what structures are and how they can be made stronger, stiffer and more stable. 	<p>Experience of axles, axle holders and wheels that are fixed or free moving. • Basic understanding of electrical circuits, simple switches and components. • Experience of cutting and joining techniques with a range of materials including card, plastic and wood. • An understanding of how to strengthen and stiffen structures.</p>	<p>Have knowledge and understanding about food hygiene, nutrition, healthy eating and a varied diet. • Be able to use appropriate equipment and utensils, and apply a range of techniques for measuring out, preparing and combining ingredients.</p>	<p>Understanding of the essential characteristics of a series circuit and experience of creating a battery powered, functional, electrical product. • Initial experience of using computer control software and an interface box or a standalone box, e.g. writing and modifying a program to make a light flash on and off.</p>						