

EYFS		2023-24 Design and Technology (DT) curriculum overview					
	DT Unit	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Term 1	Toys	Term 1 - Art Unit					
Term 2	Let's look at vehicles	Term 2 – DT Unit					
		Freestanding structures (Structures)	Wheels and axles (Mechanisms)	2D shape to 3D product (Textiles)	Healthy and varied diet (Nutrition)	Frame structures (Structures) <i>* Moved to Term 1</i>	Monitoring and control (Electrical systems)
Term 3	Let's look at hats	Term 3 – Art unit					
Term 4	Hinges and catches	Term 4 – DT unit					
		Sliders and Levers (Mechanisms)	Templates and Joining (Textiles)	Shell structures using CAD (Structures)	Mechanical systems (Pneumatics)	Combining different fabric shapes (Textiles) T	Pulleys or Gears (Mechanical Systems)
Term 5	Fantastic fruit	Term 5 – Art Unit					
Term 6	3 Bears' picnic blanket	Term 6 – DT Unit					
		Preparing fruit and vegetables (Nutrition)	Preparing fruit and vegetables (Nutrition) OR Freestanding structures (Structures)	Levers and Linkages (Mechanical systems)	Simple programming and control (Electrical systems)	Celebrating culture and Seasonality (Nutrition)	Using CAD (Textiles)

Our inventors, innovators and engineers will:

- Be creative and critical thinkers that research, experiment and solve problems to achieve a specified outcome.
- Have a broad bank of adaptable skills to use in a variety of design situations making links between all aspects of their learning.
- Be taught the technical knowledge and vocabulary to support their learning.
- Understand that Design and Technology is comprised of the Design, Make and Evaluate aspects of a project.
- Understand that a project is the design, manufacture and evaluation of a product for a person with a purpose.
- Continually review and evaluate current products and their own designs throughout the process.
- Ensure that their final product is tailored to the needs of the audience.