

Design and Technology Overview Cycle A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	<p><u>We Love Stuff!</u> To explore: junk materials, card, paper, plastic, bottles, boxes etc. To join: materials together with glue, sellotape, masking tape, hole punch and treasury tags. To cut: various materials with control and confidence.</p>		<p><u>Farm to Table</u> To understand where vegetables come from. To make vegetable soup. To make vegetable prints/patterns. To cut vegetables. To describe taste and smell. To choose and buy vegetables from Tesco. To grow vegetables in our garden.</p>		<p><u>Planes, Trains and Automobiles</u> To identify different materials. To carry out vehicle surveys and complete tally charts. To roll cars down ramps and measure speed and distance. To race scooters in the garden. To carry out a 'how we got to school' survey. To explore different examples of wheels.</p>	
Year 1	<p><u>Dips and Dippers</u> To find out about good food hygiene rules and using kitchen equipment to prepare food safely. To understand the importance of eating a healthy and varied diet. To make and evaluate a healthy dip and dippers.</p>		<p><u>Playgrounds</u> To find out about the different ways materials can be joined. To recognise and identify materials and features of playground equipment. To design, make and evaluate a piece of playground equipment.</p>		<p><u>Vehicles</u> To design and make a moving vehicle. To use wheels, axles and chassis to make a vehicle of own choice. To evaluate a finished product. To select appropriate materials and tools for different tasks.</p>	
Year 2	<p><u>Dips and Dippers</u> To find out about good food hygiene rules and using kitchen equipment to prepare food safely. To understand the importance of eating a healthy and varied diet. To make and evaluate a healthy dip and dippers.</p>		<p><u>Playgrounds</u> To find out about the different ways materials can be joined. To recognise and identify materials and features of playground equipment. To design, make and evaluate a piece of playground equipment.</p>		<p><u>Vehicles</u> To design and make a moving vehicle. To use wheels, axles and chassis to make a vehicle of own choice. To evaluate a finished product. To select appropriate materials and tools for different tasks.</p>	

Design and Technology Overview Cycle B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	<p><u>We Love Stuff!</u> <i>To explore:</i> junk materials, card, paper, plastic, bottles, boxes etc. <i>To join:</i> materials together with glue, sellotape, masking tape, hole punch and treasury tags. <i>To cut:</i> various materials with control and confidence.</p>		<p><u>Farm to Table</u> To understand where vegetables come from. To make vegetable soup. To make vegetable prints/patterns. To cut vegetables. To describe taste and smell. To choose and buy vegetables from Tesco. To grow vegetables in our garden.</p>		<p><u>Planes, Trains and Automobiles</u> To identify different materials. To carry out vehicle surveys and complete tally charts. To roll cars down ramps and measure speed and distance. To race scooters in the garden. To carry out a 'how we got to school' survey. To explore different examples of wheels.</p>	
Year 1	<p><u>Sensational Salads</u> To know about healthy food and the importance of eating a healthy diet. To follow a simple recipe and to know where our food comes from. To use a range of equipment safely. .</p>		<p><u>Moving Pictures</u> To explore and evaluate existing products. To make a simple design and make a picture with a moving mechanism. To understand what design criteria is used for. To evaluate their product. .</p>		<p><u>Making Fire Engines</u> To design and make a moving vehicle. To use wheels, axles and chassis to make a fire engine. To evaluate a finished product. To select appropriate materials and tools for different tasks.</p>	
Year 2	<p><u>Sensational Salads</u> To know about healthy food and the importance of eating a healthy diet. To follow a simple recipe and to know where our food comes from. To use a range of equipment safely. .</p>		<p><u>Moving Pictures</u> To explore and evaluate existing products. To make a simple design and make a picture with a moving mechanism. To understand what design criteria is used for. To evaluate their product. .</p>		<p><u>Making Fire Engines</u> To design and make a moving vehicle. To use wheels, axles and chassis to make a fire engine. To evaluate a finished product. To select appropriate materials and tools for different tasks.</p>	