



Streetsbrook Infant & Early Years Academy

Curriculum Overview

Our Design and Technology curriculum is underpinned by *Project on a Page* from the Design and Technology Association which provides opportunities for children to develop their capability, combining their designing and making skills with knowledge and understanding in order to create quality products.

Title: Curriculum Overview – Design and Technology, Childcare, Nursery and Reception

Autumn	Over the year, Childcare and Nursery access many aspects of Design and Technology related activities in both guided, teacher-led sessions and in the continuous provision. Some examples of this would be:
Spring	- Scissor skills - Joining materials - Building free-standing structures - Exploring textures - Know where food comes from and try new flavours
Summer	In Guided sessions, the children are taught specific skills to support their transition into KS1 and are separated into the four categories as outlined by the National Curriculum. Designing – develop, model and communicate ideas through drawings, begin to discuss a design-criteria and how their design might fit that Making – plan by suggesting next steps, experiment with and select tools, materials and techniques to build, join and make a product, use simple tools, utensils and equipment safely (scissors, fork, knife, spoon, grater, glue, stapler, hole punch, split pins etc.) Evaluating – identifying an intended user and purpose of a product, exploring, discussing and evaluating products, and making improvements Technical knowledge – descriptive sensory properties, descriptive structural properties, cut a straight and curved line with accuracy, joining material with glue, tape, staples etc.,

Title: Curriculum Overview – Design and Technology, Year 1

Autumn	<i>Back to the Future and Let's Celebrate</i> Design Outcome – Greeting card Aspect of D&T – Mechanisms Technology Focus – Sliders and levers Intended User – Themselves Project Purpose – To design, make and evaluate a greeting card for themselves for a celebration
Spring	<i>Whole World in Our Hands and It's a Mystery</i> Design Outcome – Fruit and vegetable kebab Aspect of D&T – Food Technology Focus – Preparing fruit and vegetables Intended User – Themselves Project Purpose – To design, make and evaluate a fruit and vegetable kebab for themselves for a picnic
Summer	<i>Underground, Overground and Here & There</i> Design Outcome – Bridge for Billy Goats Gruff Aspect of D&T – Structures Technology Focus – Freestanding structures Intended User – Story characters Project Purpose – To design, make and evaluate a bridge for story characters for imaginary role-play

Title: Curriculum Overview – Design and Technology, Year 2

Autumn	<i>Caring, Sharing, Daring</i> Design Outcome – Decoration Aspect of D&T – Textiles Technology Focus – Templates and joining Intended User – Themselves Project Purpose – To design, make and evaluate a decoration for themselves to use in their home
Spring	<i>Making a Difference and What Was it Like?</i> Design Outcome – Fruit yogurt Aspect of D&T – Food Technology Focus – Preparing fruit and vegetables Intended User – Themselves Project Purpose – To design, make and evaluate a fruit yogurt for themselves for a picnic
Summer	<i>Sensational Safari and Growing Together</i> Design Outcome – Safari vehicle Aspect of D&T – Mechanisms Technology Focus – Wheels and axles Intended User – Story characters Project Purpose – To design, make and evaluate a moving Safari vehicle for story characters for imaginary role-play