# Design Technology Overview

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|  | **Food** | **Mechanisms** | **Structures** | **Textiles** | **Electrical systems** | **Digital world** |
| ***Mile Post One*** | Fruit & Vegetables (Y1) | Wheels and axles (Y1) | Windmills (Y1) | Puppets (Y1) |  |  |
| A balanced diet (Y2) |  |  | Pouches (Y2) |  |  |
| ***Mile Post Two*** | Eating seasonally (Y3) | Pneumatic toys (Y3) | Castles (Y3) | Cross stitch and appliqué (Y3) | Electric poster (Y3) | Electronic charm (Y3) |
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| ***Mile Post Three*** | What could be healthier? (Y5) | Pop-up books (Y5) | Bridges (Y5) | Fastenings (Y4) | Doodlers (Y5) | Monitoring devices (Y5) |
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| The four strands (below) of the Design and technology curriculum run through each unit; with Cooking and nutrition as the focus of one Food unit per year |

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| Early years outcomes: Prime Areas**Development Matters 2021 statements**Early Learning Goals | Early years outcomes: Speciﬁc Areas**Development Matters 2021 statements**Early Learning Goals | Characteristics of effective learning |
| **Physical development**-Develop small motor skills so that they can use a range of tools competently, safely and conﬁdently.-ELG**:** Fine Motor Skills> Use a range of small tools, including scissors, paint brushes and cutlery. | **Expressive Arts and Design**-Explore, use and reﬁne a variety of artistic effects to express ideas and feelings.-Return to and build on their previous learning, reﬁning ideas and developing their ability to represent them.-Create collaboratively, sharing ideas, resources and skills.-ELG: Creating with materials> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.-ELG: Creating with materials> Share their creations, explaining the process they have used. | * Playing and exploring
* Active learning
* Creating and thinking critically
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| **Communication and language**-Learn new vocabulary.-Use new vocabulary throughout the day.-ELG: Speaking> Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.**Personal, social and emotional development**-Know and talk about the different factors that support their overall health and wellbeing: healthy eating.-ELG: Managing self> Manage **t**heir own basic hygiene and personal needs, including… understanding the importance of healthy food choices.**Physical development**-Develop small motor skills so that they can use a range of tools competently, safely and conﬁdently.-ELG: Use a range of small tools, including scissors, paint brushes and cutlery. | **Understanding the world**-Explore the natural world around them.-ELG: The Natural World>Explore the natural world around them, making observations and drawing pictures of animals and plants.**Expressive Arts and Design**-Explore, use and reﬁne a variety of artistic effects to express ideas and feelings.-ELG: Creating with materials> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. | * Playing and exploring
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| **Communication and language**-Articulate their ideas and thoughts in well-formed sentences.-Connect one idea or action to another using a range of connectives.-Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen.-ELG: Speaking> Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.-ELG: Speaking> Offer explanations for why things might happen. | **Understanding the world**-Explore the natural world around them.-ELG: The Natural World>Explore the natural world around them, making observations and drawing pictures of animals and plants.**Expressive Arts and Design**-Explore, use and reﬁne a variety of artistic effects to express ideas and feelings.-ELG: Creating with materials> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.-ELG: Creating with materials> Share their creations, explaining the process they have used. | * Playing and exploring
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