



Design and technology overview (based on Kapow)

Year Group	Advent 1	Advent 2	Lent 1	Lent 2	Pentecost 1	Pentecost 2
Foundation 1 Skills based on Development Matters	Modelling: Spend sustained time alongside them . Show interest in the meanings children give to their models. Talk together about these meanings	Exploring: Explore different materials freely , to develop their ideas about how to use them and what to make	Developing: Encourage them to develop their own creative ideas by providing a range of materials to explore	Joining: Join different materials and explore different textures by modelling and working alongside the children.	Model making: Help children to develop their model making by modelling and working alongside the children	Using own ideas Develop their own ideas: and then decide which materials to use to express them by providing a variety of different textures and materials.
Foundation 2 Skills based from Development Matters	Refining: Return to and build on their previous learning, refining ideas and developing their ability to represent them. Focus on key skills which need refining such as scissor control.	Planning: Provide children with a range of materials for children to construct with. Encourage them to think about and discuss what they want to make.	Techniques: Teach children different techniques for joining materials , such as how to use adhesive tape and different sorts of glue.	Safety and precision: Provide a range of materials and tools and teach children to use them with care and precision . Promote independence	Problem solving: Provide children with a range of materials for children to construct with. Discuss problems and how they might be solved as they arise.	Reflecting: Provide children with a range of materials for children to construct with. Reflect with children on how they have achieved their aims.
Year 1	Mechanisms: Making a moving story book.		Textiles: Make a puppet	Structures: Constructing a windmill	Mechanisms: Wheels and axels	Food: Fruit and vegetables
Year 2	Mechanisms: Making a moving monster	Food: A balanced diet Textiles: Christmas stockings	Structures: Baby Bear's chair		Mechanisms: Fairground wheel	
Year 3	Structures: constructing a tomb	Food: Eating seasonally	Mechanical Systems: Pneumatic toys	Electrical Systems: Static electricity	Textiles: cushions	Digital world: Electronic charm
Year 4	Textiles: Fastenings	Digital World: Mindful moments timer	Electrical systems: Torches Mechanical systems: Making a slingshot car		Structures: Pavilions	Food: Adapting a recipe
Year 5	Structures: Bridges	Digital World: Animal Monitoring Devices	Mechanical systems: Pop-up book	Textiles: Stuffed Toys	Food: What could be healthier	Electrical systems: Electronic Greetings card
Year 6	Digital world: Navigating the world	Electrical systems: Steady hand game	Mechanical systems: Automata toys	Structures: Playgrounds	Food: Come dine with me	Textiles: Waistcoats