| DT- Curriculum map 2023-2024 <br> Design-make-evaluate | Autumn | Spring | Summer |
| :---: | :---: | :---: | :---: |
| EYFS | Three- and Four-year-olds <br> - Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel <br> - Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks <br> - Use one-handed tools and equipment, for example, making snips in paper with scissors <br> - Explore different materials freely, to develop their ideas about how to use them and what to make <br> - Develop their own ideas and then decide which materials to use to express them <br> - Join different materials and explore different textures <br> - Create closed shapes with continuous lines, and begin to use these shapes to represent objects <br> Children in Reception <br> - Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons <br> - Explore, use and refine a variety of artistic effects to express their ideas and feelings <br> - Return to and build on their previous learning, refining ideas and developing their ability to represent them <br> - Create collaboratively, sharing ideas, resources and skills <br> ELGs <br> Creating with Materials <br> - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, formand function <br> - Share their creations, explaining the process they have used <br> - Make use of props and materials when role playingcharacters in narratives and stories <br> Fine Motor Skills <br> - Hold a pencil effectively in preparation for fluent writing using the tripod grip in almost all cases <br> - Use a range of small tools, including scissors, paintbrushesand cutlery |  |  |
| Green Class | Construction and Textiles <br> Can they describe how different textiles feel? | Cooking and Nutrition Can they cut food safely? | Mechanisms <br> Can they make a product which moves? |


|  | Can they make a product from textiles by glueing? Can they talk with others about how they want to construct their product? <br> Can they select appropriate resources and tools for their building projects? <br> Can they make simple plans before making objects, e.g. drawings, arranging pieces of construction before building? | Can they describe the texture of foods? <br> Do they wash their hands and make sure that surfaces are clean? <br> Can they think of interesting ways of decorating food they have made, eg, cakes? <br> Can they describe tastes and textures that they like and dislike? <br> Where does food come from? | Can they cut materials using scissors? Can they describe the materials using different words? |
| :---: | :---: | :---: | :---: |
| Blue Class | Construction and Textiles <br> Can they measure textiles? <br> Can they join textiles together to make something? Can they cut textiles? <br> Can they explain why they chose a certain textile? Can they make sensible choices as to which material to use for their constructions? <br> Can they develop their own ideas from initial starting points? <br> Can they incorporate some type of movement into models? <br> Can they consider how to improve their construction? Move to evaluating? | Cooking and Nutrition <br> Can they describe the properties of the ingredients they are using? <br> Can they explain what it means to be hygienic? <br> Are they hygienic in the kitchen? | Mechanisms <br> Can they join materials together as part of a moving product? <br> Can they add some kind of design to their product? |
| Orange Class | Construction and Textiles <br> Can they join textiles of different types in different ways? <br> Can they choose textiles both for their appearance and also qualities? | Cooking and Nutrition <br> Can they understand the principles of a healthy diet? Can they choose the right ingredients for a product? Can they use equipment safely? | Mechanisms <br> Do they understand how to use tools/equipment safely? Can they use equipment and tools accurately? <br> Do they select the most appropriate tools and techniques to use for a given task? <br> Can they make a product which uses mechanical components? |
| Yellow Class | Mechanisms <br> Do they understand how to use tools/equipment safely? Can they use equipment and tools accurately? <br> Do they select the most appropriate tools and techniques to use for a given task? <br> Can they make a product which uses mechanical components? | Construction and Textiles <br> Can they join textiles of different types in different ways? <br> Can they choose textiles both for their appearance and also qualities? | Cooking and Nutrition <br> Do they know what to do to be hygienic and safe? Have they thought what they can do to present their product in an interesting way? |
| Pink Class | Mechanisms (Electrical) <br> Can they make a product which uses both electrical and mechanical components? <br> Can they use a simple circuit? <br> Can they use a number of components? | Construction and Textiles <br> Do they think what the user would want when choosing textiles? <br> Have they thought about how to make their product strong? <br> Can they devise a template? <br> Can they explain how to join things in a different way? | Cooking and Nutrition <br> Do they know what to do to be hygienic and safe? Have they thought what they can do to present their product in an interesting way? |

## KS1-Technical knowledge

- Build structures, exploring how they can be made stronger, stiffer and more stable
- Explore and use mechanisms in their products e.g. levers, sliders, wheels and axles


## KS2-Technical knowledge

- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
- Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
- Apply their understanding of computing to program, monitor and control their products

