Banks Lane Infant & Nursery Design & Technology Curriculum



Intention

Design and Technology gives children the opportunity to create products they can see, touch and taste for themselves. It inspires children to use creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts. It helps develop children's skills through collaborative learning, problem-solving, and knowledge in design, materials, structures and mechanisms. Children are encouraged to be creative and innovative, and are actively encouraged to think about important issues such as sustainability and enterprise. Children learn how to take risks to becoming resourceful, innovative, enterprising and capable citizens, contributing towards our values:

Collaboration | Effort | Excellence | Respect And that we can make a difference

Design & Technology Experiences & Opportunities (Cultural Capital)

Health Month — designing a healthy meal at home Mrs Hines and Mrs Worthington sewing Growing club World Environment Day Lego City

Reception

Educational Programme-EYFS Framework

The development of children's artistic and cultural awareness supports their imagination and creativity. It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials. The quality and variety of what children see, hear and participate in is crucial for developing their understanding, self-expression, vocabulary and ability to communicate through the arts. The frequency, repetition and depth of their experiences are fundamental to their progress in interpreting and appreciating what they hear, respond to and observe.

	Developme	nt Matters	Our School-Prog	ression in Skills	Early Lear	ning Goals
•	ideas and developing their	ing ideas, resources and skills.	 Talk about ideas, describing key of Use a range of small tools with in Explore ways to cut, join and comsafely. Talk about existing products and Begin to build structures from a real explore the properties of different To choose and use a variety of mindependent play. Make links between health and for Know that food can be grown. Use cutlery to prepare and eat foo 	creasing control and accuracy. Their own creations. Their own describes. Their own describes. Their own creations. Their own creations.	 Safely use and explore a vitechniques, experimenting form and function. 	1 3 3
١,	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Text: Jack and the Flum Flum Tree	Text: Stickman	Text: The Naughty Bus	Text: The Day the Crayons Quit	Text: The Night Pirates	Text: The Way Back Home

Daily Access to the Den and Quad; large and small tools, variety of materials, real life tools (e.g. screwdrivers), fixings (e.g. glue, tape, string), construction and modelling toys

- Return to and build on their previous learning, refining ideas and developing their ability to represent them.
- Create collaboratively sharing ideas, resources and skills.
- Develop storylines in their pretend play.

	To choose and use a variety of materials and tools in their independent play.										
•	To choose and use a variety of Use a range of small tools with increasing control and accuracy. Explore ways to cut, join and combine materials and components safely. Begin to build structures from	of m	1 3	• •	Talk about ideas, describing key design elements. Use a range of small tools with increasing control and accuracy. Explore ways to cut, join and combine materials and	•	Begin to build structures from a range of materials. Explore the properties of different fabrics using all their senses. Explore ways to cut, join and combine materials and	•	Talk about ideas, describing key design elements. Use a range of small tools with increasing control and accuracy. Explore ways to cut, join and combine materials and	•	Make links between health and food choices. Know that food can be grown. Use cutlery to prepare and eat food.
•	a range of materials. Make links between health and food choices. Know that food can be grown. Use cutlery to prepare and eat food.	•	Talk about existing products and their own creations. Begin to build structures from a range of materials.	•	components safely. Talk about existing products and their own creations	•	components safely. Talk about existing products and their own creations.		components safely.		

Banks Lane Infant & Nursery School

Class	Co	hort	

Year 1	Moving Mechanisms	Structures	Textiles	Food and Nutrition	Vocabulary
1:1					
Big Question: A					
World Without					
Trees?					
Topic : Into the					
Woods					
Theme: Outdoors					
Book : The Tree					
The Gruffalo					
1:2	Sliders and Levers To				Slider, lever, pivot, slot,
Big Question:	design, make and				bridge/guide, mechanism
How did the	evaluate a moving				Card, masking tape,
dinosaurs leave	dinosaur, for [user]				paper fastener, join
their mark on the	for/to [purpose]				Pull, push, up, down,
world?	IEA: looking at pop-up				straight, curve, forwards,
Topic : The Land	books, exploring				backwards
Before Time	mechanisms What? Who				Design, make, evaluate,
Theme: Forever	for? What for?				user, purpose, ideas,
Changing	FPT: experimenting with				design criteria, product,
Book:	different sliders and				function
Giganotosaurus	levers				
2:1		Freestanding			Cut, fold, join, fix
Big Question:		Structures			Structure, wall, tower,
Are mistakes a		To design, make and			weak, strong, base, top,
good or bad		evaluate a bridge , for			underneath, side edge,
thing?		[user] for/to [purpose].			surface, thinner, thicker,
Topic : London's		IEA : looking at pictures			corner, straight, curved
Burning		of bridges — label parts			freestanding structures,
		of a bridge structure.			stability

Theme: Learning from the past Book: Vlad and the Great Fire of London	FPT: joining different materials for strength and stability, use of construction kits, spaghetti and midget gems			Design, make, evaluate, user, purpose, ideas, design criteria, product, function
Big Question: What can we learn from fairy tales? Topic: Once Upon A Time Theme: Actions/conseque nces/right and wrong Book: Selection of fairy tales		Templates and Joining Techniques To design, make and evaluate a hand puppet, for [user] for/to [purpose]. IEA: looking at different hand puppets — how are they joined together? What materials are used? Draw and label existing products — fabrics, fastening and techniques. FPT: experimenting with different joining techniques (glue, sellotape, staples etc.), explore different fabrics		Tools, fabrics, components Template, join, decorate, finish, applique, sew Features, suitable, design criteria, make, evaluate, user, purpose, function, design
3.1 Big Question: Can doing something small make a big change?			Preparing Fruit and Vegetables To design, make and evaluate a soup, for [user] for/to [purpose] using food we have grown.	Fruit and vegetable names, names of equipment and utensils Sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard

Topic: What a Wonderful World! Theme: Responsibility Book: Bog Baby		IEA: examine range of vegetables — handle, smell and taste. Focus on likes / dislikes and why (texture, taste etc.) FPT: food hygiene, using simple utensils for food processing e.g. using a knife and chopping board.	Skin, seed, pip, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning, tasting, design, evaluate, criteria, pith, salad
3:2 Big Question: What is beyond the horizon? Topic: Out Of This World Theme: The			
world and beyond: where do we belong? Book: Whatever Next?			

Banks Lane Infant & Nursery School | Year 1 Design & Technology End Points

Year 1	Design	Make	Evaluate	Technical Knowledge	Cooking and Nutrition
	➤ Use models, pictures and words to describe what I want to do.	 Show that I can create products for a use and purpose using my practical ideas. Use tools and manipulate materials with help where needed. 	➤ Talk about mine and other people's work in simple terms and describe how a product works.	Explain what I am making and which tools I am using.	 Beginning to understand where food comes from. Beginning to know what a healthy diet is. Prepare simple dishes.

Children working below ARE	Children exceeding ARE

Banks Lane Infant & Nursery School | Year 1 Design & Technology Assessment

Year 1	Design	Ma	ıke	Evaluate	Technical Knowledge	Food	and Nut	rition
Name	Use models, pictures and words to describe what I want to do.	Show that I can create products for a use and purpose using my practical ideas.	Use tools and manipulate materials with help where needed.	Talk about mine and other people's work in simple terms and describe how a product works.	Explain what I am making and which tools I am using.	Beginning to understand where food comes from.	Beginning to know what a healthy diet is.	Prepare simple dishes

Banks Lane Infant & Nursery School

Class	Cohort	

Year 2	Moving Mechanisms	Structures	Textiles	Food and Nutrition	Vocabulary
1:1		Freestanding			Join, fix, build
Big		Structures			Structure, wall, tower,
Question:		To design, make and			framework, weak, strong,
What makes a		evaluate a lego house ,			strength, stability, base,
house a home?		for [user] for/to			top, underneath, side, edge,
Topic: There's		[purpose] to ensure			surface, thinner, thicker,
No Place Like		strength and stability.			corner, point, straight,
Home		IEA : looking at			curved, freestanding
Theme:		buildings — brick			structure, frame structure,
Belonging/spec		structure for strength /			shell structure, components,
ial places		stability. Draw / label a			buttress, brick bonding,
Book: On the		building using brick			mock-up
Way Home		structure.			Square, rectangle, cuboid,
		FPT: construction kits,			cube
		how to strengthen an			Design, make, evaluate,
		existing product.			user, purpose, ideas, design
					criteria, product, function
1:2	Wheels and Axels				Vehicle, wheel, axle, axle
Big	To design, make and				holder, chassis, body, cab,
Question: A	evaluate a Victorian				dowel
Victorian: more	toy, for [user] for/to				Assembling, cutting, joining,
challenging	[purpose].				shaping, finishing, fixed,
than yours?	IEA : explore existing				free, moving, mechanism,
Topic: What	wheeled toys – how				friction
the Dickens?	many, size, position, how				Names of tools, equipment
Theme:	are they fixed? Wheels				and materials used
Differences and					Design, make, evaluate,
changes over	record how wheels and				purpose, user, criteria,
time					functional

Book : Oliver Twist Chimney Charlie	axels are used in daily life. FPT: wheels and axels construction kits, fixed / free axels, holding, cutting and joining techniques.			
Big Question: Should we forgive others? Topic: Where the Dragons Dance Theme: Culture/loss and forgiveness Book: The Willow Pattern			Vegetables To design, make and evaluate a stir fry, for [user] for/to [purpose]. IEA: examine a range of vegetables — handle, smell and taste. Search origin of vegetables — where do they come from, how do they grow? FPT: food hygiene practices, using simple utensils for food processing (knife, chopping board, grater, peeler). Discuss parts of the vegetables — do we use all of the vegetable, why / why not?	Fruit and vegetable names, names of equipment and utensils Sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard Flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning, investigating tasting, arranging, popular, design, evaluate, criteria, nutrients, pith, salad, sensory evaluation
2:2 and 3:1 Big Question: In the future, will wild animals				

only exist in		
picture books?		
Topic: Into		
the Wild		
Theme: Being		
respectful		
Book: The		
Tiger Who		
Came to		
Tea/There's a		
Rang-Tan in		
my Bedroom		NI C
3:2	Templates and	Names of existing products,
Big	Joining Techniques	joining and finishing
Question: Do	To design, make and	techniques, tools, fabrics
good things	evaluate a mini-beast	and components
come in small	soft toy, for [user]	Template, pattern pieces,
packages?	for/to [purpose].	mark out, join, decorate,
Topic: It's a	IEA : looking at different	finish, applique, embroider,
Bug's Life	soft toys— how are they	fray, seam, sew
Theme:	joined together? What	Features, suitable, quality
Transition	materials are used? How	mock-up, design brief,
Book: The	are they finished? Draw	design criteria, make,
King Of Tiny	and label existing	evaluate, user, purpose,
Things	products — fabrics,	function, design, template
	fastening and techniques.	
	FPT : experimenting with	
	different joining	
	techniques (running stitch	
	including threading own	
	needle), explore different	
	fabrics, looking at	

	templates for finished products.	

Banks Lane Infant & Nursery School | Year 2 Design & Technology End Points

Year 2 Design		Make	Evaluate	Technical Knowledge	Cooking and Nutrition		
	 Design purposeful, functional, appealing products for myself and other users based on design criteria. Generate, develop, model and communicate ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. 	 Select from and use a range of tools and equipment to perform practical skills (for example, cutting, shaping, joining and finishing.) Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. 	 Explore and evaluate a range of existing products. Evaluate my ideas and products against design criteria. Recognise what I have done well and I can suggest what I can do better in the future. 	 Build structures, exploring how they can be made stronger, stiffer and more stable. Explore and use mechanisms in my products. Select appropriate tools, techniques and materials and explain my choice. 	 Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from. 		

Children working below ARE	Children exceeding ARE				

Banks Lane Infant & Nursery School | Year 2 Design & Technology Assessment

Year 2		Design	N	1ake	Evaluate		Technical Knowledge			Food and Nutrition		
Name	Design purposeful, functional, appealing products for myself and other users based on design criteria.	Generate, develop, model and communicate ideas through talking, drawing, templates, mockups and, where appropriate, information and communication technology.	Select from and use a range of tools and equipment to perform practical skills (for example, cutting, shaping, joining and finishing.)	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	Explore and evaluate a range of existing products.	Evaluate my ideas and products against design criteria.	Recognise what I have done well and I can suggest what I can do better in the future.	Build structures, exploring how they can be made stronger, stiffer and more stable.	Explore and use mechanisms in my products.	Select appropriate tools, techniques and materials and explain my choice.	Use the basic principles of a healthy and varied diet to prepare dishes.	Understand where food comes from.