Our Design Technology Curriculum is based on the National Curriculums Model and the Chris Quigley Curriculum Companion.

Art & Design Whole School Overview:

Our teaching of Design Technology is taught as a discreet subject on a 2 or 3 weekly basis in KS1. In Nursery and Reception Design is interweaved throughout continuous provision. Our key concepts are revisited throughout the children's time at school. This is to ensure that progression will enable children to build a Design Technology schema and move their learning from working in to long term memory.

Nursery:

In our Early Years the principles of high quality provision underpin our curriculum. Our practitioners understand that all children are unique in the way and the rate at which they develop. Our practitioners will adjust their practice in response to individual children so that our curriculum meets their learning and developmental needs. As the Prime areas of Learning and Development lay vital foundations in the development of Expressive Art & Design at Uplands Infant and Nursery school they are continuously in action and prioritised throughout the EYFS.

	Nursery	**Reception**	**Year 1 (milestone1- basic)**	**Year 2 (milestone1 – advancing)**
Autumn 1	**What is DT?** Introduction to role play Exploration of materials and techniques **Structures:** simple construction kits Develop deconstructed role play and ambiguous resources **Food and Nutrition:** Hygiene	**What is DT?** Products around the home and their purpose **Structures:** Explorations using familiar and new resources **Food and Nutrition:** Safe use of tools	**What is DT?** Taking inspiration from products p.31-34 **Structures:** What are structures? P.35 stability strength	**Structures:** Pop task : Make a chair p. 51 **Mechanisms:** Sliders Pop task: Cards p.87

Autumn 2	**Practise techniques- joining** **Food and Nutrition:** Food-likes and dislikes	**Practise techniques- joining** **Structures:** Combine materials	**Mechanisms:** Develop understanding of sliders p.79 **Food and Nutrition:** Safety and hygiene Portable snack p.133 Party food	**Mechanisms:** Pull tab Pop task: Cards p. 89 **Food and Nutrition:** Cooking and nutrition Pop task: portable snack p.138
Spring 1	**Structures:** Build with a purpose using available resources **Mechanisms:** Exploration of objects with a moving parts **Food Nutrition:** Toast, jelly, ice lollies, Easter nests	**Mechanisms:** Explore and investigate resources to create a moving object e.g sliders **Food and Nutrition:** Pancakes Sandwiches	**Structures:** Frames p.43 **Food and Nutrition:** Food sources	**Structures:** Pop task: Bridges p.72
Spring2			**Mechanisms:** Making slider p.81, p.83	**Mechanisms:** Wheels and axles p.120 **Food and Nutrition:** Portable snack p.135-141
Summer 1	**Mechanisms:** Construction toys Evaluate and improve designs and products	**Structures:** Experiment with design, form and function Evaluate designs and products for improvements	**Structures:** Solid- strength and stability p.59, p.61, 63	**Mechanisms:** Levers p.103-108
Summer 2			**Mechanisms:** Levers wheels and axles p.99, p.115-117	**Food and Nutrition:** Couscous snack p.149