



Holmesdale Infant School: DT Curriculum Overview and Skills Progression

DT	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Nursery DT	Learn to carry, handle and use tools safely – scissors Explore creative areas inside and out and learn how to choose resources independently Begin to construct and join materials with support and then independently – use of sellotape dispenser / glues Begin to develop own ideas and use tools independently – knowing tools can be used for a purpose Begin to describe what they are making, how they constructed and how they might make it even better (evaluation)					
Reception DT	Teach how to access creative trolley. Scissor skills and sticky tape. Plan/do/review learning	Diva lamps Bread making Decorating Christmas biscuit Christmas card-sewing	Chinese new year dragon and dance Winter icicles Making 3d fireworks	Mother’s Day card Design and make an emergency vehicle	Design and make a mini beast	Design and make a sea creature
Nursery and Reception Continuous Provision / Access to these inside and outside <u>Creative areas in each classroom and outside</u> <ul style="list-style-type: none"> • Glue, tape dispensers, scissors, pencils, felt, tips, chalk • Range of paper and card of different colours and textures • Mixed media including cloth, lollipop sticks, straws, ribbon, wool, bottle tops, recycled materials 						
YEAR 1 DT	<u>Mechanisms:</u> Constructing a wind-up toy	<u>Food and Nutrition:</u> Fruit salad	<u>Materials/ Structures:</u> Constructing a bridge	<u>Textiles:</u> Constructing a bedroom show box		
YEAR 2 DT		<u>Mechanisms:</u> Moving Vehicle		<u>Materials/ Structures:</u> Constructing a Tudor House		<u>Textiles:</u> Making a home for a mini beast <u>Food and Nutrition:</u> Design, make and evaluate – making a pizza (food and nutrition)



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	EYFS	Year 1	Year 2	Primary Curriculum End of KS expectations
Design	<ul style="list-style-type: none"> *Select appropriate resources *Use gestures, talking and arrangements of materials and components to show design * Use contexts set by the teacher and myself *Use language of designing and making (join, build, shape, longer, shorter, heavier etc.) 	<ul style="list-style-type: none"> * Have own ideas * Explain what I want to do *Explain what my product is for, and how it will work * Use pictures and words to plan, begin to use models * Design a product for myself following design criteria *Research similar existing products 	<ul style="list-style-type: none"> * Have own ideas and plan what to do next * Explain what I want to do and describe how I may do it * Explain purpose of product, how it will work and how it will be suitable for the user * Describe design using pictures, words, models, diagrams, begin to use ICT * Design products for myself and others following design criteria * Choose best tools and materials, and explain choices * Use knowledge of existing products to produce ideas 	<ul style="list-style-type: none"> *Design purposeful, functional, appealing products for themselves and other users based on design criteria *Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
Make	<ul style="list-style-type: none"> *Construct with a purpose, using a variety of resources / selects which resources needed *Use simple tools and techniques Uses simple tools and techniques competently and appropriately *Selects tools and techniques needed to shape, assemble and join materials they are using. *Manipulates materials to achieve a planned effect. *Experiments to create different textures. *Build / construct with a wide range of objects *Select tools & techniques to shape, assemble and join *Replicate structures with materials / components *Discuss how to make an activity safe and hygienic *Record experiences by drawing, writing, voice recording * Understands that different media can be combined to create new effects. 	<ul style="list-style-type: none"> *Explain what I'm making and why *Consider what I need to do next *Select tools/equipment to cut, shape, join, finish and explain choices *Measure, mark out, cut and shape, with support *Choose suitable materials and explain choices *Try to use finishing techniques to make product look good *Work in a safely & hygienically 	<ul style="list-style-type: none"> *Explain what I am making and why it fits the purpose *Make suggestions as to what I need to do next. *Join materials/components together in different ways *Measure, mark out, cut and shape materials and components, with support. *Describe which tools I'm using and why *Choose suitable materials and explain choices depending on characteristics. *Use finishing techniques to make product look good *Work safely and hygienically 	<ul style="list-style-type: none"> *Select from and use a range of tools and equipment to perform practical tasks [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



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Evaluate	<ul style="list-style-type: none">*Adapt work if necessary*Dismantle, examine, talk about existing objects/structures*Consider and manage some risks*Practise some appropriate safety measures independently*Talk about how things work*Look at similarities and differences between existing objects / materials / tools*Show an interest in technological toys*Describe textures	<ul style="list-style-type: none">*Talk about my work, linking it to what I was asked to do* Talk about existing products considering: use, materials, how they work, audience, where they might be used*Talk about existing products, and say what is and isn't good* Talk about things that other people have made*Begin to talk about what could make product better	<ul style="list-style-type: none">* Describe what went well, thinking about design criteria* Talk about existing products considering: use, materials, how they work, audience, where they might be used; express personal opinion*Evaluate how good existing products are*Talk about what I would do differently if I were to do it again and why	<ul style="list-style-type: none">*Explore and evaluate a range of existing products*Evaluate their ideas and products against design criteria
ELG Expressive arts and design: Exploring and using media and materials ELG Expressive arts and design: Being imaginative	<ul style="list-style-type: none">*Children sing songs, make music and dance, and experiment with ways of changing them.*They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.*Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. *They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.			



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Technical knowledge	EYFS	Year 1	Year 2	End of KS expectations
Materials/ structures		<ul style="list-style-type: none"> *Begin to measure and join materials, with some support *Describe differences in materials *Suggest ways to make material/product stronger 	<ul style="list-style-type: none"> *Measure materials *Describe some different characteristics of materials *Join materials in different ways *Use joining, rolling or folding to make it stronger *Use own ideas to try to make product stronger 	<ul style="list-style-type: none"> *Build structures, exploring how they can be made stronger, stiffer and more stable
Mechanisms		<ul style="list-style-type: none"> *Begin to use levers or slides *Use a winding mechanism 	<ul style="list-style-type: none"> *Use levers or slides *Begin to understand how to use wheels and axles 	<ul style="list-style-type: none"> *Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.
Textiles		<ul style="list-style-type: none"> *Measure, cut and join textiles to make a product, with some support *Choose suitable textiles 	<ul style="list-style-type: none"> *Measure textiles *Join textiles together to make a product, and explain how I did it *Carefully cut textiles to produce accurate pieces *Explain choices of textile *Understand that a 3D textile structure can be made from two identical fabric shapes. 	
Food and nutrition	<ul style="list-style-type: none"> *Begin to understand some food preparation tools, techniques and processes *Practise stirring, mixing, pouring, blending *Discuss how to make an activity safe and hygienic *Discuss use of senses *Understand need for variety in food *Begin to understand that eating well contributes to good health 	<ul style="list-style-type: none"> *Describe textures *Wash hands & clean surfaces *Think of interesting ways to decorate food *Say where some foods come from, (i.e. plant or animal) *Describe differences between some food groups (i.e. sweet, vegetable etc.) *Discuss how fruit and vegetables are healthy *Cut, peel and grate safely, with support 	<ul style="list-style-type: none"> *Explain hygiene and keep a hygienic kitchen *Describe properties of ingredients and importance of varied diet *Say where food comes from (animal, underground etc.) *Describe how food is farmed, home-grown, caught *Draw eat well plate; explain there are groups of food *Describe “five a day” *Cut, peel and grate with increasing confidence 	<ul style="list-style-type: none"> *Use the basic principles of a healthy and varied diet to prepare dishes *Understand where food comes from.