


















Curriculum Links - EYFS

Design and Technology at All Souls'

	Terms 1 & 2	Terms 3 & 4	Terms 5 & 6
EYFS	<u>Why do Leaves go Crispy?</u> (Term 1) Expressive Arts and Design <u>Light Fantastic</u> (Term 2) Expressive Arts and Design	<u>Dinosaur Roar!</u> (Term 3) Expressive Arts and Design <u>Amazing Africa</u> (Term 4) Understanding the World	<u>In Our Patch</u> (Term 5) Expressive Arts and Design <u>Under the Sea</u> (Term 6) Revision and consolidation of learning.

	Terms 1 & 2	Terms 3 & 4	Terms 5 & 6
Year 1/2 Cycle A	<p><u>Remarkable Recipes</u></p>  <p>Understand where food comes from.</p> <p>Use the basic principles of a healthy and varied diet to prepare dishes.</p> <p>Design: Design purposeful, functional, appealing products for themselves and other users based on design criteria.</p> <p>Design: Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p>Make: Select from and use a range of tools and equipment to perform practical tasks.</p> <p>Evaluate: Explore and evaluate a range of existing products.</p> <p>Evaluate: Evaluate their ideas and products against design criteria.</p>	<p><u>Cut, Stitch and Join</u></p> <p>Design: Design purposeful, functional, appealing products for themselves and other users based on design criteria.</p> <p>Design: Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p>Make: Select from and use a range of tools and equipment to perform practical tasks.</p> <p>Make: Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p> <p>Evaluate: Explore and evaluate a range of existing products.</p> <p>Evaluate: Evaluate their ideas and products against design criteria.</p> 	<p><u>Beach Hut</u></p> <p>Design: Design purposeful, functional, appealing products for themselves and other users based on design criteria.</p> <p>Design: Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p>Make: Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p> <p>Evaluate: Evaluate their ideas and products against design criteria.</p> <p>Technical Knowledge: Build structures, exploring how they can be made stronger, stiffer, more stable.</p> 
Year 1/2 Cycle B	<p><u>Push and Pull</u></p> <p>Make: Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p> <p>Evaluate: Explore and evaluate a range of existing products.</p> <p>Evaluate: Evaluate their ideas and products against design criteria.</p> <p>Technical: Explore and use mechanisms (for example levers, sliders, wheels and axis), in their products.</p> 	<p><u>Taxi</u></p> <p>Design: Design purposeful, functional, appealing products for themselves and other users based on design criteria.</p> <p>Design: Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p>Evaluate: Explore and evaluate a range of existing products.</p> <p>Evaluate: Evaluate their ideas and products against design criteria.</p> <p>Technical: Explore and use mechanisms (for example levers, sliders, wheels and axis), in their products.</p> 	<p><u>Chop, Slice and Mash</u></p>  <p>Understand where food comes from.</p> <p>Use the basic principles of a healthy and varied diet to prepare dishes.</p> <p>Design: Design purposeful, functional, appealing products for themselves and other users based on design criteria.</p> <p>Design: Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p>Make: Select from and use a range of tools and equipment to perform practical tasks.</p> <p>Evaluate: Explore and evaluate a range of existing products.</p> <p>Evaluate: Evaluate their ideas and products against design criteria.</p>

	Terms 1 & 2	Terms 3 & 4	Terms 5 & 6
Year 3/4 Cycle A	 <p><u>Cook Well, Eat Well</u></p> <p>Understand and apply the principles of a healthy and varied diet.</p> <p>Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.</p> <p>Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p> <p>Design: Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.</p> <p>Design: Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p> <p>Evaluate: Understand how key events and individuals in design and technology have helped shape the world.</p> <p>Evaluate: Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p>	<p><u>Beautiful Botanicals</u></p> <p><i>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (Art & Design).</i></p> <p><i>Learn about great artists, architects and designers in history (Art & Design).</i></p> <p><i>Use preliminary sketches in a sketchbook to communicate an idea or experiment with a technique (Art & Design)</i></p> <p>Make: Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.</p> <p>Make: Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p>Evaluate (Art & Design): Evaluate and analyse creative works using the language of art, craft and design.</p> 	<p><u>Tomb Builders</u></p> <p>Make: Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p>Evaluate: Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p> <p>Technical: Understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages).</p> 
	<p><u>Fresh Food, Good Food</u></p>  <p>Understand and apply the principles of a healthy and varied diet.</p> <p>Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.</p> <p>Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p> <p>Design: Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.</p> <p>Design: Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p> <p>Make: Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p>Evaluate: Investigate and analyse a range of existing products.</p> <p>Evaluate: Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p> <p>Evaluate: Understand how key events and individuals in design and technology have helped shape the world.</p> <p>Technical: Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.</p>	<p><u>Functional and Fancy Fabrics</u></p> <p>Design: Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.</p> <p>Design: Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p> <p>Make: Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.</p> <p>Make: Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p><i>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay) (Art & Design).</i></p> <p>Evaluate: Investigate and analyse a range of existing products.</p> <p>Evaluate: Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p> <p>Evaluate: Understand how key events and individuals in design and technology have helped shape the world.</p> 	<p><u>Making it Move</u></p> <p>Design: Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.</p> <p>Design: Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p> <p>Make: Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.</p> <p>Make: Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p>Evaluate: Investigate and analyse a range of existing products.</p> <p>Evaluate: Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p> <p>Technical: Understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages).</p> 

	Terms 1 & 2	Terms 3 & 4	Terms 5 & 6
Year 5/6 Cycle A	<p><u>Moving Mechanisms</u></p> <p>Make: Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.</p> <p>Make: Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p>Evaluate: Investigate and analyse a range of existing products.</p> <p>Evaluate: Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p> <p>Technical: Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.</p> <p>Technical: Understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages).</p> 	<p><u>Food For Life</u></p> <p>Understand and apply the principles of a healthy and varied diet.</p> <p>Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.</p> <p>Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p> <p>Evaluate: Investigate and analyse a range of existing products.</p> <p>Evaluate: Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p> 	<p><u>Make Do and Mend</u></p> <p>Make: Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately.</p> <p>Make: Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p>Evaluate: Investigate and analyse a range of existing products.</p> 
	<p><u>Architecture</u></p> <p>Design: Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.</p> <p>Design: Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p> <p>Make: Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p>Evaluate: Investigate and analyse a range of existing products.</p> <p>Evaluate: Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p> <p>Evaluate: Understand how key events and individuals in design and technology have helped shape the world.</p> <p>Technical: Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.</p> 	<p><u>Engineer</u></p> <p>Design: Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.</p> <p>Design: Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p> <p>Make: Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p>Evaluate: Investigate and analyse a range of existing products.</p> <p>Evaluate: Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p> <p>Evaluate: Understand how key events and individuals in design and technology have helped shape the world.</p> <p>Technical: Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.</p> 	<p><u>Eat the Seasons</u></p> <p>Understand and apply the principles of a healthy and varied diet.</p> <p>Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.</p> <p>Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p> <p><i>Evaluate meals and consider if they contribute towards a healthy diet.</i></p> <p><i>Know what constitutes a healthy diet (including understanding calories and other nutritional content). (RSHE)</i></p> 