



Design & Technology Sequence of Learning
(Currently being further developed)



Expressive Art and Design (Art and Design , DT , Music , Drama and Role Play)					
	Area of Learning		Skills and Knowledge we want the children to have at end of EYFS	ELG	FS vocabulary
FS	<p>Expressive Art and Design:</p> <p>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.</p>	<p>FS1 Painting, drawing, collage and sculpture: Able to mix primary colours to an appropriate consistency, able to name colours, can hold a paintbrush in the palm of their hand. Draw faces with features and draws enclosed spaces, giving meaning. Able to use glue sticks, spatulas and add other materials to develop models (eg tissue paper, glitter). Music - Enjoys listening to and responds to music, talks about how music makes them feel. Explores instruments and is beginning to names them (drum, tambourine, maracas, triangle). Singing and dancing: Copies basic actions and moves to music. Learns short routines, beginning to match pace. Sings in a small group and knows some words when singing. Small world: Plays with familiar resources. Simple small world (farms, cars, trains, dolls). Starting to develop own storylines using own experiences, rhymes and stories.</p> <p>FS2 Autumn Term Painting (incl printing) : able to mix primary colours to make secondary colours Use a thick paintbrush using tripod grip Drawing: Draws people from their family and self portraits Collage: joins items with glue and tape Sculpture (form): Builds simple models incl walls, roof and towers Manipulates clay or playdough (rolls, cuts, squashes, pinches, twists) Photography: know how to use the ipad to take a photo and load onto an appropriate programme Focus Artists: Yayoi Kusama (focus orange, pumpkins and dots), Yves Klein (focus on paint and blue) Matisse (The Snail - collage). Books: Books about artists and colour mixing. Woodwork Holding nails, Using hammer, taps Music: Responds to music through movement and can identify if music is "happy, scary or sad". Uses claves to tap out pulse Singing: Joins in songs as a group</p>	<ol style="list-style-type: none"> To know how to mix colours To know some songs, rhymes and poems To be able to plan do and review their work 	<p>Expressive Arts and Design ELG: Creating with Materials Children at the expected level of development will: - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; - Share their creations, explaining the process they have used; - Make use of props and materials when role playing characters in narratives and stories. ELG: Being Imaginative and Expressive Children at the expected level of development will: - Invent, adapt and recount narratives and stories with peers and their teacher; - Sing a range of well-known nursery rhymes and songs; Perform songs, rhymes, poems and stories with others, and – when appropriate – try to move in time with music.</p>	<p>colour shape(s) line(s) draw paint make design material describing texture and material naming different media scrunch, twist, fold, bend, roll, smooth, bending, rough, hard, weave, flexible, rigid rolls, cuts, squashes, pinches, twist</p>



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		<p>Dancing: Moves in response to the music Role play: Accesses small world, home corner etc and takes part in role play activities with peers or adult <u>Spring Term</u> Painting: Add white or black paint to alter tint or shade Experiment with different brush sizes and tools to add detail Print with different resources Drawing: Draws people with detail (sausage limbs, body). Draws self-portrait with some appropriate features Collage: joins items in a variety of way: masking tape, string, ribbon Sculpture (form): Builds models that replicate real life. Use a variety of resources including natural. Photography: Knows how to use ipad to capture a specific image or element of art (eg. line, colour, space etc.) Artists: Barbara Hepworth and Anthony Gormley (Natural Sculpture), Matisse - The Sheaf Ansel Adams and others (Outdoor photography) Woodwork: Screwing and joining Music: Names and knows how to play a variety of instruments. Singing: sings in a group, matching pitch and following melody Dancing: Responds to and interprets music through movement Role play: Participates in play related to rhymes and stories and may extend and develop stories <u>Summer Term</u> Painting: colour match to a specific colour and shade Create patterns or meaningful painting or when printing Drawing: Draw self-portraits, landscapes and cityscapes. Collage: knows how to secure boxes, decorate bottles etc. Knows how to improve models Use appropriate language: scrunch, twist, fold, bend, roll, smooth, bending, rough, hard, weave, flexible, rigid Sculpture (form): Makes something with clear intentions Makes something they give clear meaning to Photography: use the ipad with a specific purpose in mind Use photography as part of their artwork and explain their intention(s) Artists: Banksy (portraits/graphics), Jackson Pollock (painting on a large scale) and Eric Carle (collage). Woodwork Draw and plan what going to make Measuring Music: Beginning to write own compositions using symbols, patterns or pictures. Singing: Sings by themselves, matching pitch and following melody Dancing: replicates dances and creates own in response to music/stimulus Role play: Use imagination to develop own storylines with peers. Involves props and resources.</p>			
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Domains			
Plan and evaluate	Experiment and create	Communicate (Tier 3 vocabulary)	
		Theme specific	Subject specific
DT Coverage of Domains: Progression of Knowledge and Skills			

Year	Theme	Strands			
Year 1	Structures - Photo frame (build, join components, make a finished product)	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	join components strong stable stiff materials structure	KEY STAGE 1 product purposeful design design criteria appealing creativity culture generate template mock-up materials textiles tools measure make evaluate
	Mechanisms - Sliders - Fairytale story (sliders and lift the flap)	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	materials moveable hinge functional design	
	Textiles - Puppets	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	sew stitch needle thread fabric join	



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	Cook it <ul style="list-style-type: none"> - Biscuits - Picnic lunch - Fruity flapjack 	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	ingredients healthy eating varied diet savoury dish hygiene grown reared caught
Year 2	Mechanisms - Cars (wheels and axles)	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	wheels axles chassis moveable design fit for purpose saw glue gun wood strengthen
	Textiles - Reward badge for children (basic running stitch)	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	running stitch sew needle thread detail template
	Structures - Build a toy for a child in Sierra Leone (make from scrap materials - make stronger, stiffer, more stable)	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	model design fit for purpose flexible stable strengthen stiffen evaluate
	Cook it <ul style="list-style-type: none"> - Scones fruit/savoury 	Plan Generate	Practical tasks Build structures	ingredients healthy eating



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	<ul style="list-style-type: none"> - Hedgehog bread - Biscuits 	Draw Develop Tools Measure Evaluate	Mechanisms Textiles Cooking Electrical systems	varied diet savoury dish hygiene grown reared caught recipe	
Year 3	Structures - Mini greenhouses (select appropriate materials, strengthen the finished product)	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	strengthen stiffen stable reinforce reevaluate	KEY STAGE 2 product purposeful functional design design criteria appealing creativity culture generate template mock-up prototype pattern pieces computer aided design materials components construction materials textiles finite resources sustainability ethical affordability aesthetic qualities functional properties enterprising tools measure evaluate
	Textiles - Survival pouch	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	running stitch overcast stitch template functional fastening	
	Mechanisms - Egyptian brick mover (levers, pulleys, cams)	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	prototype materials lever pulley cam mechanism functional	
	Cook it <ul style="list-style-type: none"> - Banana bread - Sunset pasta salad - Pizza 	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	processed sustainability nutrition bake cook temperature raw cooked	
Year 4	Mechanisms - Trebuchet	Plan	Practical tasks	lever	



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(levers and linkages)	Generate Draw Develop Tools Measure Evaluate	Build structures Mechanisms Textiles Cooking Electrical systems	linkages design components construction functional
Structures - Bridge (stronger, stiffer, more stable, appealing)	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	stronger stiffer appealing stable reevaluate structure suspension compression tension arch beam reinforce
Electrical circuits - Rainforest game (buzzers, bulbs, batteries)	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	series circuit switch bulbs buzzer motor battery electricity volts
Cook it - Fruit crumble - Spinach, onion and cheese bread - Chocolate cookies	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	processed sustainability nutrition bake cook temperature raw cooked



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Year 5	Structures - Bird boxes (design and make to fit a brief, appealing, fit for purpose)	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Explore and use Mechanisms Textiles Cooking Electrical systems	appealing design fit for purpose structure stable rigid construct creative
	Computing to program, monitor and control products - Crumble kits buggy	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	motor axle wheels chassis debug battery program pulley coding
	Money containers	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	running stitch overcast stitch back stitch effective fastening embellishment
	Cook it - Apple Pie - Frittatas - Mediterranean salad	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	processed sustainability nutrition bake cook temperature raw cooked



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Year 6	Computing to program, monitor and control products - fairground rides Crumble kits	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	program coding innovation appealing functional aesthetic prototype	
	Structures - 3D playground design (including min 5 apparatus)	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	apparatus scaled model annotated diagrams construct chisel mallet vice electric screwdriver	
	Textiles - Personal Year group patchwork wall hanging (pattern pieces, choose most appropriate stitch, meet design brief)	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	applique embroidery running stitch overcast stitch back stitch pattern piece design brief appealing	
	Cook it - Leek and potato soup - Focaccia - Fruit scones	Plan Generate Draw Develop Tools Measure Evaluate	Practical tasks Build structures Mechanisms Textiles Cooking Electrical systems	processed sustainability nutrition bake cook temperature raw cooked	



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