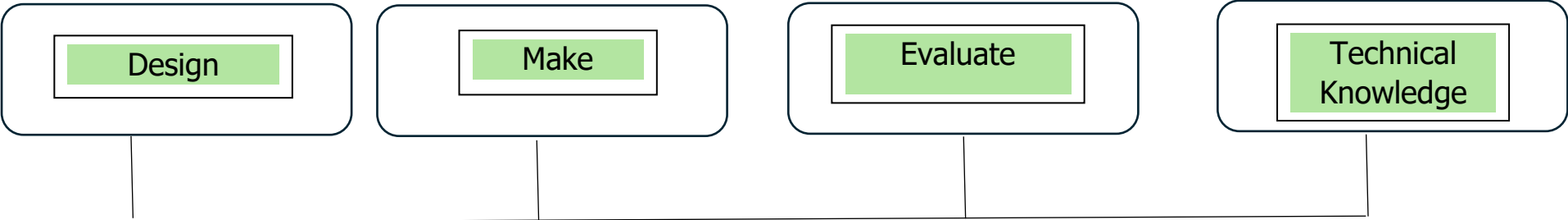
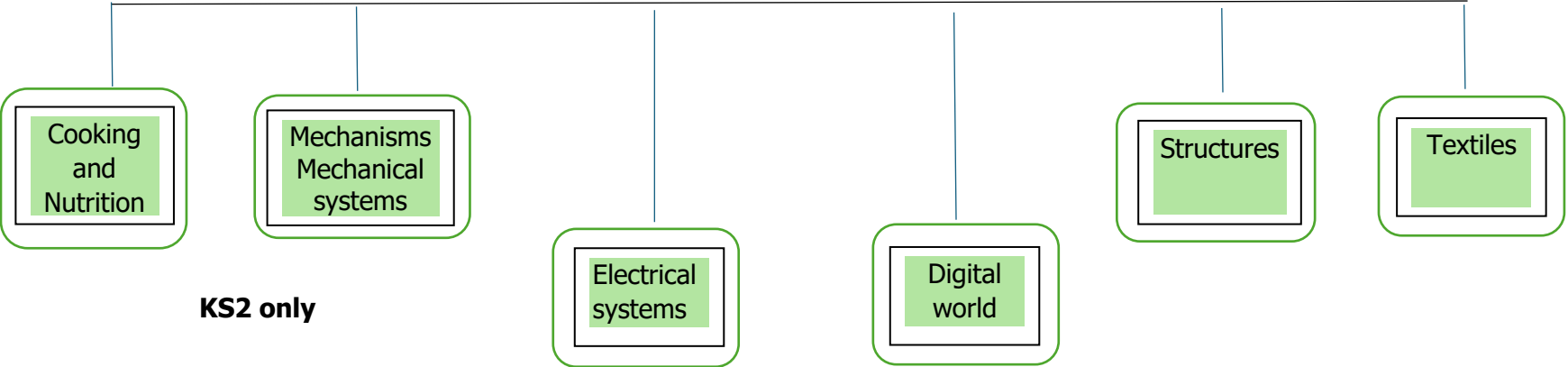



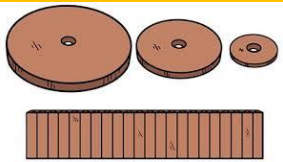
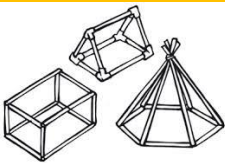
How is the Design and Technology scheme of work organised?






Primary Key Areas - EYFS KS1 and KS2



Progression of skills across the school

Strands	EYFS Hedgehog Class	Y1/2 Cycle 1 Badger Class	Y1/2 Cycle 2 Badger Class	Y3/4 Cycle 1 Owl Class	Y3/4 Cycle 2 Owl Class	Y5/6 Cycle 1 Falcon Class	Y5/6 Cycle 2 Falcon Class
Textiles 	Binka threading Skill – Fine motor control, threading, basic weaving and sewing		Puppets Skill – Joining techniques, basic running stitches, simple decorating		Cushions Skill – More sewing techniques and stitches, decorative design, patterns		Viking weaving Skill – Cultural techniques, pattern creation, complex skills
Mechanisms Mechanical systems 		Moving Pictures Skill – Levers, sliders, wheels Pull along Dinosaur Skills – Wheels and axels		Slingshot Carts Skill – Forces and motion		Dragons Skill – Cams, pulleys, gears, linkage systems	
Structures 	Boats Skills – Floating and sinking, simple construction, joining materials	Baby Bear's Chair Skills – Stability and strength	Tudor Houses Skills – Historical design, material choice, stability		Pavilions Skills – Functional and aesthetic structure, frame structures	Bridges Skills – Load bearing, forces, engineering	

<p>Cooking and Nutrition</p> 	<p>Bread Hedgehogs</p> <p>Skills – Hygiene, basic food prep</p>		<p>Medieval soup kitchen</p> <p>Skills – Simple dishes, healthy eating</p>	<p>Seasonal Tart</p> <p>Skills – Plan and prepare dishes, nutrition</p>		<p>Come Dine with Me</p> <p>Skills -Meal planning, presentation and budgeting</p>	
<p>Electrical systems (KS2 only)</p> 				<p>Electrical Poster</p> <p>Skills - Simple circuits, lighting</p>			<p>Torches</p> <p>Skills – Circuit building, switches</p>
<p>Digital World (KS2 only)</p> 					<p>Wearable Device</p> <p>Skills – Purposeful tech integration, basic programming</p>		<p>Trekker Device</p> <p>Skills – Multifunctional design, navigation tools, integration</p>

Assessment & Impact

Progress in Design & Technology is demonstrated through:

- Increasing independence in designing and making
- Improved technical accuracy and quality of finish
- Secure understanding of materials, tools and systems
- Thoughtful evaluation and refinement of ideas

Evidence includes:

Photographs, finished products, design plans, evaluation notes and pupil voice.

Assessment focuses on what pupils know, remember and can do across the design process.