

Fulmer Design & Technology Curriculum Progression



Reception					
Autumn 1- All About Me	Autumn 2- Transport Past & Present	Spring 1- Space	Spring 2- Growing & Changing	Summer 1- Kings & Queens	Summer 2- Stories from the Past
<ul style="list-style-type: none"> • Designing and creating a mini me • Junk Modelling Emergency Vehicles • Constructing Emergency Vehicles • Making Eco Confetti with natural objects • Exploring pumpkins, planting the seeds. 	<ul style="list-style-type: none"> • How does a wheel work? • Painting with wheel objects • Junk modelling moving vehicles • Making a paper boat- Will it float? 	<ul style="list-style-type: none"> • designing a balloon solar system • Junk modelling astronauts • Space Station • How do astronauts eat and drink in space? • Creating a galaxy 	<ul style="list-style-type: none"> • Designing and Building a bug hotel • Planting seeds, observing changes over time. • Tree of seasons • Making Soup • Making a fruit salad 	<ul style="list-style-type: none"> • Royal Family Tree • Design a throne • Constructing a castle/palace • Designing a jewel crown. • Making Cucumber Sandwiches 	<ul style="list-style-type: none"> • Making Books • George and his Dragon Collage • Zig-zag dragons • Puppet Making

Skills Progression				
Designing	Making	Evaluating	Technical skills	Food technology
<ul style="list-style-type: none"> • Develop own ideas through experimentation with diverse materials to express & communicate their discoveries & understanding • Create collaboratively sharing ideas, resources & skills 	<ul style="list-style-type: none"> • Use increasing knowledge & understanding of tools & materials to explore their interests & enquiries & develop their thinking • Create representations both imaginary & real-life ideas, events, people & objects 	<ul style="list-style-type: none"> • Express & communicates working theories, feelings & understandings • Responds imaginatively to art works & objects • Return to & build on previous learning, refining ideas & developing their ability to represent them • Discuss problems & how they might be solved 	<ul style="list-style-type: none"> • Use different techniques for joining materials • Use tools independently, with care & precision 	<ul style="list-style-type: none"> • Look closely at similarities, differences, patterns & change • Know & talk about the different factors that support their overall health & well-being

Year 1

Autumn

Cook

Dips and Vegetables

Concepts

Nutrition—vegetables Sweet v savoury
Cooked v raw
Cooking from different cultures—Greece

Skills

Following a simple recipe
Measuring in spoonful's
Cutting, chopping
Using a knife and a chopping board
Bridge and claw technique
Cutting with scissors
Mashing, mixing

Jam Tarts/Mince Pies

Concepts

What is a recipe?
Cooking from different cultures—England Sweet v savoury, cooked v raw
A pie can be made with pastry
Seasonality—preserving fruit for the winter

Skills

Following a simple recipe
Measuring in spoonful's
Rubbing fat into flour
Mixing
Making, rolling and cutting pastry Baking
Cooling

Spring

Sew

Animal Sock Puppets

Concepts

Process of design
Making products with fabric Properties of a range of materials Using suitable materials
Fixing fabric together
Reusing/recycling materials Features of a puppet
Features of different animals

Skills

Research and Investigate: Existing products
Design: Understand criteria (user, purpose, function, appeal), generate/develop ideas, talking, drawing, labelling
Make: Select tools/materials, making paper templates, drawing/cutting shapes, gluing, joining fabric, drying
Use and Evaluate: Recording of children using puppets, evaluate against criteria

Summer

Build

Vehicles

Concepts

Process of design
Vehicles: user and purpose
Mechanical systems: wheels and axles Wheels and axles in everyday examples
Structures and materials—strong, stiff and stable.
Materials—properties and functionality
Vehicles and pollution

Skills

Research and Investigate: Different types of vehicles, different parts of a vehicle, explore wheels and axles in toy cars
Design: Understand criteria (user, purpose, function, appeal), generate/innovate/develop ideas, talking, drawing, labelling
Make: Select tools/materials for making a toy vehicle with wheels and axles, cutting, different ways of joining decorating, finishing
Use and Evaluate Car racing in the playground exploring speed, film/photograph children doing this, evaluation against criteria and existing products

Year 2

Autumn

Cook

Pizza

Concepts

Processed v home-made food
Preserving food
Cooking from different cultures—Naples, Italy
History and cost of food
Savoury

Skills

Following a simple recipe, measuring using spoons
Mixing/making a dough/kneading, rolling and shaping
Spreading
Cutting/Slicing—bridge and claw technique
Tearing
Presentation
Baking

Gingerbread

Concepts

Spices, spicy/sweet
History of food, food transport and cost of ingredients
Decoration
Cooked v raw
Baking

Skills

Following a simple recipe
Measuring using spoons
Chopping, Mixing
Rubbing fat into flour
Cracking an egg
Making a dough, rolling, cutting
Baking, cooling, decorating

Spring

Sew

Pencil Cases

Concepts

Process of design
Features of a pencil case—size, materials, fastenings, shape, joining, decoration
Using suitable materials
Properties of different materials
Making products with fabric
Join fabric together—sewing and gluing
Creating stitches with a needle and thread

Skills

Research and Investigate: Existing products
Design: Understand criteria (user, purpose, function, appeal), generate/develop ideas, talking, drawing, labelling
Make: Select tools/materials, using paper templates/patterns, drawing/cutting shapes, threading a needle, tying a knot, running stitch, gluing on decoration
Use and Evaluate: Photograph pencil cases, written evaluation against criteria

Summer

Build

Moving Pictures

Concepts

Process of design
Mechanical systems: levers and sliders
Levers and sliders in everyday examples
Structures and materials to make levers and sliders in moving pictures strong, stiff and stable.

Skills

Research and Investigate: Levers and sliders, examples of what products which used these: see saw, scissors, hammer, wheelbarrow, research examples of moving pictures
Design: Understand criteria (user, purpose, function, appeal), generate/innovate/develop ideas, talking, drawing, labelling, creating a mock up
Make: Select tools/materials for making a moving picture with levers and sliders, cutting, different ways of joining
decorating, finishing
Use and Evaluate: Photograph pictures, evaluation against criteria and existing products

