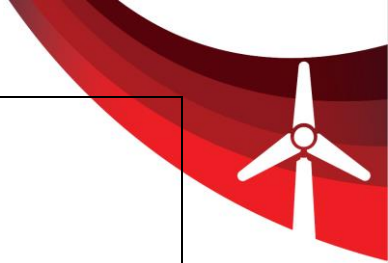


Millhouse Primary School

Design Technology - Overview



		Cycle 1	Cycle 2	Cycle 3	Cycle 4
DT (Using Kapow scheme of work)	EYFS	<p>Develop small motor skills so that they can use a range of tools competently, safely and confidently.</p> <p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p> <p>Create collaboratively, sharing ideas, resources and skills.</p> <p>Share their creations, explaining the process they have used.</p>			
	KS1	<p>Mechanisms- wheels and axles/making a moving story book</p> <p>Textiles – puppets</p>	<p>Structures- windmills</p> <p>Food-a balanced diet</p>	<p>Mechanisms- wheels and axles/making a moving story book</p> <p>Textiles – puppets</p>	<p>Structures- windmills</p> <p>Food-a balanced diet</p>
		<p>Cooking: use the basic principles of a healthy and varied diet to prepare dishes</p> <p>☑ understand where food comes from.</p>			
	LKS2	<p>Structures – pavilions</p> <p>Textiles- cushions</p>	<p>Mechanical systems- slingshot cars</p> <p>Electrical systems- posters</p> <p>Food- Eating seasonally</p>	<p>Structures – pavilions</p> <p>Textiles- cushions</p>	<p>Mechanical systems- slingshot cars</p> <p>Electrical systems- posters</p> <p>Food- Eating seasonally</p>
	UKS2	<p>Structures – Bridges</p> <p>Textiles- stuffed toys</p>	<p>Mechanical systems- automata toys</p> <p>Electrical systems- steady hand games</p> <p>Food- what could be healthy?</p>	<p>Structures – Bridges</p> <p>Textiles- stuffed toys</p>	<p>Mechanical systems- automata toys</p> <p>Electrical systems- steady hand games</p> <p>Food- what could be healthy?</p>



	KS2	<p>Cooking: understand and apply the principles of a healthy and varied diet</p> <ul style="list-style-type: none">☑ prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques☑ understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.
--	-----	--

Our Design Technology Curriculum uses Kapow planning and resources.

A map detailing the progression of technical knowledge across the key areas of DT (structures, mechanical systems, electrical systems, textiles, cooking and nutrition) has been formed using Kapow materials. Due to copyright this cannot be published on our website but is available to view in school.