

Design Technology Long Term Overview

	Topic 1	Topic 2	Topic 3	Topic 4	Topic 5	Ongoing
EYFS- Understanding the world	<ul style="list-style-type: none"> -Threading, cutting, weaving, playdough, Fine Motor activities. -Manipulate objects with good fine motor skills -Draw lines and circles using gross motor movements -Hold pencil/paint brush beyond whole hand grasp -Pencil Grip -Taking shoes off and putting them on 	<ul style="list-style-type: none"> -Threading, cutting, weaving, playdough, Fine Motor activities. -Develop muscle tone to put pencil pressure on paper -Use tools to effect changes to materials -Show preference for dominant hand. -Putting on coat independently 	<ul style="list-style-type: none"> -Threading, cutting, weaving, playdough, Fine Motor activities. -Begin to form letters correctly -Handle tools, objects, construction and malleable materials with increasing control -Zipping up coat independently -Cutting with Scissors 	<ul style="list-style-type: none"> -Threading, cutting, weaving, playdough, Fine Motor activities. -Hold pencil effectively with comfortable grip -Forms recognisable letters most correctly formed -Developing control to do up buttons 	<ul style="list-style-type: none"> -Threading, cutting, weaving, playdough, Fine Motor activities. -Develop pencil grip and letter formation -Use one hand consistently for fine motor tasks -Cut along a straight line with scissors -Start to cut along a curved line, like a circle 	<ul style="list-style-type: none"> -Threading, cutting, weaving, playdough, Fine Motor activities. -Form letters correctly Cut a shape out using scissors -Begin to draw diagonal lines, like in a triangle -Start to colour inside the lines of a picture -Draw pictures that are recognisable -Build things with smaller linking blocks, such as Duplo or Lego
Year 1		Mechanisms - pop ups and simple card levers	Food - preparing and combining foods		Structures - stability and strength	
Year 2			Mechanisms - wheels and axles	Food - the eat well plate, where food comes from, principles of a healthy diet	Textiles - using a template, simple joining, choice of stitches, choice of materials	
Year 3		Food - simple dish - the eat well plate		Mechanical systems - levers and linkages		
Year 4	ICT and electrical systems - control and electrical components				Textiles - seams, stiffening and strengthening, materials and fastenings	
Year 5		Food - food from another culture, variety of cooking techniques		Mechanical systems - cams, pulleys and gears		
Year 6			Food - chefs, food heroes, designing a healthy menu/eat well plate		Combining learning from across design and technology skills bases - structures, mechanical systems, electrical systems, ICT programming and control	