

Levens Curriculum Map Design and Technology

Nursery & EYFS:

Due to our class structure, D&T in EYFS is taught over a 3-year rolling cycle. EYFS D&T activities are linked to Development Matters statements. This list is not exhaustive; activities can also be 'on the spot' and linked to particular children's interests and may differ between cycles. These are also in addition to the skills taught, such as joining materials, using different types of glue, using small tools etc.

Development Matters Statements:

Nursery:

Choose the right resources to carry out their own plan.

Use one handed tools and equipment (e.g. making snips in paper with scissors).

Join materials and explore different textures.

Explore how things work.

Make imaginative and complex small worlds with blocks and construction kits, such as a city with different buildings and a park.

Explore different materials freely, to develop their ideas about how to use them and what to make.

Develop their own ideas and then decide which materials to use to express them.

Reception:

Develop fine motor skills so that they can use a range of tools competently, safely and confidently.

Return to and build on their previous learning, refining ideas and developing their ability to represent them.

Create collaboratively, sharing ideas, resources and skills.

<u>Cycle A</u>	<u>Cycle B</u>	<u>Cycle C</u>
<ul style="list-style-type: none"> • Use different textures and materials to make firework pictures • 3D card sculptures • Making nests from natural materials • Woodland crafts and tools (Woodmatters) • Christmas woodwork decorations • Making windsocks • Life cycle collages • Easter gardens • Making samosas (Eid) • Designing and building castles • Making shields • Wildflower seed bombs • Baking honey bread • Designing an insect • Building minibeast homes • Henri Matisse (collage) • Making playdough 	<ul style="list-style-type: none"> • Woodwork bench • Making bread • Firework pictures • Designing and making a coat to keep the ice trolls cold • Making bird feeders • Ice decorations • Gravity art • Constellation collages • Easter gardens • Marble planets • Designing planets • Baking planet pops • Cooking pancakes • Junk model lighthouses • Making recycled paper • Clay pots • Making playdough 	<ul style="list-style-type: none"> • Making playdough • Cooking vegetable soup • Firework collages • Gruffalo Crumble • Diwali Diya lights • Autumn treasure mobiles • Salt dough leaves • Easter gardens • Building igloos • Making Chinese lanterns • Dinosaur clay eggs • Making African Rondavel homes • Woodwork bench – butterfly house • Making cup and ball toys

Cycle A				Cycle B		
Year 1/2	Year 3/4	Year 5/6		Year 1/2	Year 3/4	Year 5/6
Food: Smoothies	Food: Eating Seasonally	Food: Developing a Recipe	Autumn	Food: A Balanced Diet	Food: Adapting A Recipe	Food: Come Dine With Me
Structures: Stable structures	Mechanical Systems: Pneumatic Toys	Electrical Systems: Doodlers	Spring	Textiles: Pouches	Textiles: Cushions	Textiles: Bags
Mechanisms: Wheels and Axels	Structures: Constructing a Castle	Mechanisms: Automata Toys	Summer	Structures: Baby Bear's Chair	Mechanisms: Mechanical Cars	Structures: Bridges
Mechanisms: Levers	Digital World: Mindful Moments Timer	Digital World: Monitoring Devices	Cross-Curricular	Mechanisms: Monsters	Electrical Systems: Electric Poster	Electrical Systems: Steady Hand Games