Long Term Sequence of Design and Technology: Reception - Year 6

BIG IDEAS - SUBSTANTIVE KNOWLEDGE					
Cooking and nutrition	Mechanisms (KS1)/ Mechanical systems (KS2)	Structures	Textiles	Electrical Systems (KS2 only)	Digital World (KS2 only)

DISCIPLINARY KNOWLEDGE - DESIGN AND TECHNOLOGY				
Design Develop the research, creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.	Make Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.	Evaluate Critique, evaluate and test their ideas and products and the work of others.	Technical Knowledge Encompasses the contextual, historical and technical understanding, required for each strand of the design process.	

	DT Overview					
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Structures Junk modelling	Textiles Puppets	Textiles Pouches (London Memorabilia)	Cooking and nutrition Eating seasonally/ soups	Digital world Wearable technology (virtual tour guide)	Mechanical systems Making pop up books	Cooking and nutrition Come dine with me (meal from around the world)
Textiles Bookmarks	Cooking and nutrition Fruit kebabs	Structures Model beach huts	Structures Model burial tombs	Textiles Fastenings (phone pouch)	Digital world Monitoring devices	Electrical systems Steady hand game
Cooking and nutrition Baking	Mechanisms Moving story book	Mechanisms Making a moving creature	Mechanical systems Pneumatic toys	Electrical systems Torches	Structures Bridges	Textiles Waistcoats



NATIONAL CURRICULUM PROGRAMMES OF STUDY						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
 Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound,movements or new images. Manipulates materials to achieve a planned effect. Constructs with a purpose in mind, using a variety of resources. Uses simple tools and techniques competently and appropriately. Selects appropriate resources and adapts work 	design purpo appealing pro themselves a based on design purpo appealing pro themselves a based on design purpoper appearate, de communicate talking, draw mock-ups an appropriate, communicate Make select from a tools and equipartical task cutting, shap finishing] select from a of materials a including contextiles and in to their chara	seful, functional, oducts for and other users sign criteria. Velop, model and extheir ideas throughing, templates, d, where information and contechnology. Indicate to perform a seful for example, sing, joining and use a wide range and components, struction materials, ingredients, according	Design use research functional, as individuals of generate, de annotated sk pattern piece Make select from a tasks [for exales of select from a construction properties and the consider the understand in helped shape Technical knowledge apply their understand in apply their	and develop design of opealing products that a groups velop, model and commetches, cross-sectionals and computer-aided and use a wider range of ample, cutting, shaping and use a wider range of materials, textiles and an alyse a range of a rideas and products a views of others to improve the world and destanding of how to	riteria to inform the desare fit for purpose, aim municate their ideas that and exploded diagrametric design of tools and equipment in joining and finishing of materials and composing redients, according existing products gainst their own design rove their work lividuals in design and	sign of innovative, ed at particular rough discussion, ms, prototypes, to perform practical accurately onents, including to their functional accident of their functional criteria and technology have
 where necessary. Selects tools and techniques needed to shape, assemble and join materials they are 	existing prod	r ideas and products	pulleys, cams • understand a circuits incor	ctures and use mechanical systems, levers and linkages] and use electrical syste porating switches, bulb anderstanding of compu	ems in their products [fos, buzzers and motors	or example, series]

using.	build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products	Cooking and nutrition Understand and apply the principles of a healthy and varied diet 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.
	Use basic principles of a healthy and varied diet to prepare dishes Understand where food comes from.	