



Design and Technology Long - Term Sequence

EYFS Foundational Knowledge:

- Range of materials
- Tools and fixings
- Discussion and evaluation

Substantive Concepts and Disciplinary Knowledge:

- Generating design ideas.
- Developing knowledge of materials and techniques of working with them.
- Evaluating products and processes.

	Autumn	Spring	Summer
Nursery	Explore and Make Children explore different materials and begin to build, join and create using simple tools and fixings safely.	Choose and Create Children choose from different materials and tools to make models and structures. They begin to explain what they have used and why, e.g. musical instruments.	Make and Talk About It Children use what they have learned to make their own creations. They talk about what they have made, how they made it and what they like about it.
Reception	Explore, Design and Make Children develop their own ideas through drawing, experimenting and making, including making houses and bridges. They choose suitable materials, tools and fixings with increasing independence.	Choose and Make for a Purpose Children make for a purpose, choosing appropriate materials, tools and ways of joining, including simple sewing. They explain their choices and as they work. They design and make vehicles that move.	Evaluate and Improve Children with increasing independence, explain the materials and processes they have used to make a toy from 'junk'. They reflect on what worked well, returning to their ideas and make improvements.
Year 1	Construction Design and make a 2D Puppet Mechanisms Incorporate a simple slider for a seasonal card	Textiles Design and make a sensory cube	Food and Nutrition Design and make a sandwich
Year 2	Textiles	Food and Nutrition Design and make a fruit salad	Construction Design a container

	Design and make a felt Christmas decoration Mechanisms Incorporate a slider for a seasonal card		
Year 3	Food and Nutrition Design and prepare a soup Mechanisms Incorporate a simple pop up for a seasonal card	Textiles Design a mobile phone case	Construction Design and make a vehicle that moves
Year 4	Food and Nutrition Design a healthy cereal bar Mechanisms Incorporate a pop up for a seasonal card	Construction Design and make a catapult	Textiles Design and make a money bag/coin purse