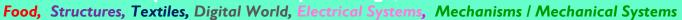


Design and Technology







EYFS	ΥI	Y2	Y 3	Y 4	Y 5	Y 6
My Planet/ Our Planet Reception Expressive Arts & Design • Explore, use and refine a variety of artistic effects to express their ideas and feelings. • Return to and build on their previous learning, refining ideas and developing their ability to represent them. • Create collaboratively, sharing ideas, resources and skills. Reception Physical Development • Develop their small motor skills so that they can use a range of tools competently, safely and confidently	I'm Here	Children should be seen	Stones, Bones and Survival	Settle and Stamp	Tombs Raiders	The Great War
	Food Fruit and Vegetables	Textiles Making a Puppet	Textiles Making a Pouch	Food Adapting a Recipe	Mechanical Systems Pop-up book	Textiles Waistcoats
Frozen Planet/ Underwater Planet As above	Castles and Kingdoms	Britain is Great	Riotous Romans	Victorious Vikings	The Time of Illumination	Time Travel
Physical Development - ELG Use a range of small tools, including scissors, paintbrushes Expressive Arts & Design - ELG Safely use and explore a variety of materials, tools and echniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used	Structures Making a chair	Food A balanced diet	Digital World Electric Charm	Electrical Systems Poster	Food Global Food	Structures Greek Parthenon
Hot Planet	Time	Earth	The Kingmaker	Industrial	Earth in Crises	The Americas
Fantasy Planet	Travellers	Explorers		Revolution		
Physical Development - ELG Use a range of small tools, including scissors, paintbrushes Expressive Arts & Design - ELG • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. • Share their creations, explaining the process they have used	Mechanisms Wheels and axles Making a car to travel around in	Structures Swedish Windmill	Structures Constructing a Castle	Mechanical Systems Making a Slingshot car	Digital World Mindful Moments	Electrical Systems Steady hand game