

Design & Technology	Nursery		Reception																	
	EYFS -	Knowledge Outcome	Reception/ ELG -	Knowledge Outcome																
<table border="1" data-bbox="152 304 459 692"> <thead> <tr> <th colspan="2">Coverage Key</th> </tr> </thead> <tbody> <tr> <td>Aut 1</td> <td style="background-color: #4a7ebb;"></td> </tr> <tr> <td>Aut 2</td> <td style="background-color: #e67e22;"></td> </tr> <tr> <td>Spr 1</td> <td style="background-color: #7ed321;"></td> </tr> <tr> <td>Spr 2</td> <td style="background-color: #f1c40f;"></td> </tr> <tr> <td>Sum 1</td> <td style="background-color: #c0392b;"></td> </tr> <tr> <td>Sum 2</td> <td style="background-color: #9b59b6;"></td> </tr> <tr> <td>CP</td> <td style="background-color: #aed681;"></td> </tr> </tbody> </table>	Coverage Key		Aut 1		Aut 2		Spr 1		Spr 2		Sum 1		Sum 2		CP		Choose the right resources to carry out their plan.	Know how to select a good resource for a specific planned project e.g. building a chair for baby bear.	Develop their small motor skills so that they can use a range of tools competently, safely and confidently.	Know how to use tools for baking and cutting safely.
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	Know how to select a good resource for a specific planned project e.g. building a city/house.	Know how to use tools safely for cutting.	Know how to use tools for spreading and cutting safely.	Use one handed tools and equipment, e.g. making snips in paper with scissors.	Know how to use one handed tools safely and with increased control.	Explore, use and refine a variety of artistic effects to express their ideas and feelings.	Know how to create representations of familiar objects/people.													
	Know that materials can change when cooked.	Explore how things work.		Know that materials can change when cooked.	Return to and build upon their previous learning, refining ideas and developing their ability to represent them.	Know how to create representations of familiar objects/people.	Know how to create, review, edit and adapt representations of people, objects, thoughts and ideas.													
	Know how to select and use different construction materials to build representations of homes/cities and other familiar structures.	Make imaginative and complex small worlds with blocks and construction kits, such as a city with different buildings and a park.	Create collaboratively, sharing ideas, resources and skills.	Know how to make books selecting and using joining techniques for adding more pages.		Know how to work collaboratively, sharing ideas and resources and skills to create a finished product.														

	Explore different materials freely in order to develop their ideas about how to use them and what to make.	Know and identify different materials e.g. wood, plastic, material, metal. Know and select different materials for different purposes and begin to give reasons for their choices.	ELG-PD- - Use a range of small tools, including scissors, paintbrushes and cutlery.	Know how to use a range of small tools including scissors, paintbrushes and cutlery safely and independently.
		Know and select different junk modelling resources to create and develop representations of their ideas.		Know how to use tools for baking and cutting safely.
	Develop their own ideas and then decide which materials to use to express them.	Know and select appropriate resources to represent their own ideas for a specific planned project.	ELG-EAD- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture form and function.	Know how to use tools for spreading and cutting safely.
		Know and select appropriate resources to represent their own ideas for a specific planned project.		Know how to use joining tools [stapler, treasury tags, split pin, sticky tape, paper clips] safely and with good control.
	Create closed shapes with continuous lines and begin to use these shapes to represent objects.	Know how to use a range of resources to create closed shapes with continuous lines and say what these shapes represent.		Know how to use joining tools [split pin,] safely and with good control.
				ELG-EAD- Share their creations, explaining the process they have used.
			Talk about their model/ figure and the techniques and resources they have used.	

Design & Technology	Year 1		Year 2															
	NC Objective	Knowledge Outcome	NC Objective	Knowledge Outcome														
Design <table border="1" data-bbox="152 395 456 737"> <thead> <tr> <th colspan="2">Coverage Key</th> </tr> </thead> <tbody> <tr> <td>Aut 1</td> <td style="background-color: #4a7ebb;"></td> </tr> <tr> <td>Aut 2</td> <td style="background-color: #e69d00;"></td> </tr> <tr> <td>Spr 1</td> <td style="background-color: #70ad47;"></td> </tr> <tr> <td>Spr 2</td> <td style="background-color: #f1c232;"></td> </tr> <tr> <td>Sum 1</td> <td style="background-color: #c00000;"></td> </tr> <tr> <td>Sum 2</td> <td style="background-color: #800080;"></td> </tr> </tbody> </table>	Coverage Key		Aut 1		Aut 2		Spr 1		Spr 2		Sum 1		Sum 2		Design purposeful, functional, appealing products for themselves and other users based on design criteria.	Know the purpose of a Christmas card and that they come in different forms. Know how to design a Christmas card using the given criteria -using pivots and a lever.	Design purposeful, functional, appealing products for themselves and other users based on design criteria.	Know the purpose of a Christmas decoration and that they come in different forms. Know how to design a decoration using a design criteria including use of a button.
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Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and where appropriate, information and communication technology.	Know and design purposeful healthy fruit salad based on a design criteria. Know and design a picture frame for use for their art work.	Know how to design a Christmas card with pivots and a lever. Know what a prototype is and how this is used in the design process. Know how to make a prototype of their card.	Know and design a picture frame for use for their art work.	Know how to design a vehicle based on a design criteria. Know how to design an appealing product for people to eat including packaging.														
		Know how to design a Christmas card with pivots and a lever. Know what a prototype is and how this is used in the design process. Know how to make a prototype of their card.	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and where appropriate, information and communication technology.	Know how to design a Christmas decoration with a button. Know what a prototype is. Make a prototype of their decoration.														
		Know how to use market research (in class) to develop ideas for their product. Know how to design a picture frame and communicate their ideas to others. Know how to make a prototype of their picture frame design.		Know how to generate their own vehicle design. Know how to create their own prototype of a vehicle.														

<p>Make</p>	<p>Select from and use a range of tools and equipment to perform practical tasks (for example cutting, shaping, joining and finishing).</p>	<p>Know how to select the tools required to use pivots and a lever in their card.</p>	<p>Select from and use a range of tools and equipment to perform practical tasks (for example cutting, shaping, joining and finishing).</p>	<p>Know how to use a needle and thread to join the button to the decoration.</p>
		<p>Know how to use a pestle and mortar to crush spices for cooking.</p>		<p>Know how to select and use a range of tools safely including saws, hammers, and glue.</p>
		<p>Know how to select and use a knife and chopping board safely to cut fruit.</p>		<p>Know and select tools needed for cooking including cutting, peeling cooking from a heat source.</p>
		<p>Know and select from a range of tools to join the picture frame together.</p>		
	<p>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients according to their characteristics.</p>	<p>Know how to make informed choices of the materials, equipment and techniques for effect and ease of movement to create a card with pivots and a lever.</p>	<p>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients according to their characteristics.</p>	<p>Know how to make an informed choice of materials, equipment and techniques for effect and ease of movement to create a decoration.</p>
		<p>Know and talk about a range of traditional African food products and spices used in cooking.</p>		<p>Know how to select appropriate materials and required components to create a vehicle.</p>
		<p>Know how to select appropriate foods for making a healthy fruit salad.</p>		<p>Know and select ingredients to make a stew.</p>
		<p>Know and select from a range of materials according to their characteristics to make a strong picture frame.</p>		

Evaluate	Explore and evaluate a range of existing products.	Know how to explore and evaluate the features of other Christmas cards recognising how pivots and levers have been used.	Explore and evaluate a range of existing products.	Know how to explore and evaluate a range of Christmas decorations recognising different features, materials and techniques used.
		Know how to evaluate a range of picture frames and their properties.		Know how to explore and evaluate a range of vehicles and images of vehicles.
				Know how to evaluate a range of existing food products and packaging.
	Evaluate their ideas and products against design criteria.	Know how to evaluate their product (Christmas Card) against the design criteria.	Evaluate their ideas and products against design criteria.	Know how to evaluate their product (Christmas decoration) against the design criteria.
		Know how to evaluate their product (fruit salad) against the design criteria.		Know how to evaluate their design against the product criteria and know how they can improve and make it better.
		Know how to evaluate their prototype and their end product against the design criteria. Know how to improve their prototype and end product to make it better.		Know how to evaluate their product against the design criteria and how they could improve it or make it better.
Technical Knowledge	Build structures, exploring how they can be made stronger, stiffer and more stable.	Know how to select and use materials/ techniques to make their card stronger.	Build structures, exploring how they can be made stronger, stiffer and more stable.	Know how to build a vehicle and use an axle to make it stronger and more stable.
		Know how to select and evaluate material to ensure their product is strong enough for the purpose according to the design criteria.		
	Explore and use mechanisms [e.g. levers, sliders, wheels and axles] in their products. -	Know how to use 2 pivots to make their card move. Know how to use a lever in their design.	Explore and use mechanisms [e.g. levers, sliders, wheels and axles] in their products. -	Know how to use axels and wheels to create a moving vehicle.

Food	Understand the principles of a varied and healthy diet and use them to cook basic foods.	<p>Know and talk about the different sections of the Eatwell plate.</p> <p>Know and categorise different food types using the Eatwell plate.</p> <p>Know how fruit is categorised on the Eatwell plate.</p>	Understand the principles of a varied and healthy diet and use them to cook basic foods.	<p>Know and make links from the ingredients in their product to the Eatwell plate.</p>