

TGSA Primary Design Technology Curriculum Map

	0 – 3 Preschool	3 – 4 EYFS 1	Reception EYFS 2	Links to KS1 Curriculum
EYFS area of Learning	Expressive Arts & Design: exploring and using media and materials			
Foundational Knowledge	Uses 3D and 2D structures to explore materials and/or to express ideas	Talks about their plans. Uses different materials, tools and techniques in a variety of ways to join and make structures. Talks about their ideas, solve problems and tries different ways of doing things	Plans before they make. Chooses the most appropriate materials and tools for a task, manipulating materials and joining materials in different ways. Talks about their design, solves problems, makes changes and modifies their designs when necessary	Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing). Select from and use a wide variety of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria. 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.
Early Learning Goal	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. Make use of props and materials when role playing characters in narratives and stories.			

Curriculum map to be used in conjunction with Kapow DT subscription. Detailed progression of knowledge available.

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	Autumn	Spring	Summer
Year 1	Structures: Bug Hotel and Hibernation Boxes	Textiles: Hand Puppets	Mechanisms: Moving Story Books
	Food		
Year 2	Mechanisms: Wheels and Axles	Structures: Houses	Textiles: Pouches
	Food		
Year 3	Mechanical Systems: Pneumatic Toys	Textiles: Egyptian Collar	Computer Controlled: Wearable Technology
	Food		
Year 4	Structures: Pavilions	Electrical Systems: Electric Poster	Mechanical Systems: Slingshot
	Food		
Year 5		Mechanical Systems: Automata	Computer Controlled: Monitoring Devices
	Food		

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Year 6	Textiles: Make Do and Mend	Electrical Systems: Steady Hand Game	Computer Controlled: Navigating the World
	Food		

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