



Design & Technology Sequence of Learning

(Link to [POS Design and Technology Knowledge Progression \(2023\)](#))



Expressive Art and Design (Art and Design , DT , Music , Drama and Role Play)					
	Area of Learning		Skills and Knowledge we want the children to have at end of EYFS	ELG	FS vocabulary
FS	<p>Expressive Art and Design:</p> <p>The development of children’s artistic and cultural awareness supports their imagination and creativity. It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials. The quality and variety of what children see, hear and participate in is crucial for developing their understanding, self-expression, vocabulary and ability to communicate through the arts. The frequency, repetition and depth of their experiences are fundamental to their progress in interpreting and appreciating what they hear, respond to and observe.</p>	<p>FS1 Painting, drawing, collage and sculpture: Able to mix primary colours to an appropriate consistency, able to name colours, can hold a paintbrush in the palm of their hand. Draw faces with features and draws enclosed spaces, giving meaning. Able to use glue sticks, spatulas and add other materials to develop models (eg tissue paper, glitter). Music - Enjoys listening to and responds to music, talks about how music makes them feel. Explores instruments and is beginning to names them (drum, tambourine, maracas, triangle). Singing and dancing: Copies basic actions and moves to music. Learns short routines, beginning to match pace. Sings in a small group and knows some words when singing. Small world: Plays with familiar resources. Simple small world (farms, cars, trains, dolls).Starting to develop own storylines using own experiences, rhymes and stories.</p> <p>FS2 Autumn Term Painting (incl printing) : able to mix primary colours to make secondary colours Use a thick paintbrush using tripod grip Drawing: Draws people from their family and self portraits Collage: joins items with glue and tape Sculpture (form): Builds simple models incl walls, roof and towers Manipulates clay or playdough (rolls, cuts, squashes, pinches, twists) Photography: know how to use the ipad to take a photo and load onto an appropriate programme Focus Artists: Yayoi Kusama (focus orange, pumpkins and dots), Yves Klein (focus on paint and blue) Matisse (The Snail - collage). Books:Books about artists and colour mixing. Woodwork Holding nails, Using hammer, taps Music: Responds to music through movement and can identify if music is “happy, scary or sad”. Uses claves to tap out pulse Singing:Joins in songs as a group Dancing: Moves in response to the music Role play: Accesses small world, home corner etc and takes part in role</p>	<ol style="list-style-type: none"> 1. To know how to mix colours 2. To know some songs, rhymes and poems 3. To be able to plan do and review their work 	<p>Expressive Arts and Design ELG: Creating with Materials Children at the expected level of development will: - 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. ELG: Being Imaginative and Expressive Children at the expected level of development will: - Invent, adapt and recount narratives and stories with peers and their teacher; - Sing a range of well-known nursery rhymes and songs; Perform songs, rhymes, poems and stories with others, and – when appropriate – try to move in time with music.</p>	<p>colour shape(s) line(s) draw paint make design material describing texture and material naming different media scrunch, twist, fold, bend, roll, smooth, bending, rough, hard, weave, flexible, rigid rolls, cuts, squashes, pinches, twist</p>

		<p>play activities with peers or adult</p> <p>Spring Term</p> <p>Painting: Add white or black paint to alter tint or shade Experiment with different brush sizes and tools to add detail Print with different resources</p> <p>Drawing: Draws people with detail (sausage limbs, body). Draws self-portrait with some appropriate features</p> <p>Collage: joins items in a variety of way: masking tape, string, ribbon</p> <p>Sculpture (form): Builds models that replicate real life. Use a variety of resources including natural.</p> <p>Photography: Knows how to use ipad to capture a specific image or element of art (eg. line, colour, space etc.)</p> <p>Artists: Barbara Hepworth and Anthony Gormley (Natural Sculpture), Matisse - The Sheaf Ansel Adams and others (Outdoor photography)</p> <p>Woodwork: Screwing and joining</p> <p>Music: Names and knows how to play a variety of instruments.</p> <p>Singing: sings in a group, matching pitch and following melody</p> <p>Dancing: Responds to and interprets music through movement</p> <p>Role play: Participates in play related to rhymes and stories and may extend and develop stories</p> <p>Summer Term</p> <p>Painting: colour match to a specific colour and shade Create patterns or meaningful painting or when printing</p> <p>Drawing: Draw self-portraits, landscapes and cityscapes.</p> <p>Collage: knows how to secure boxes, decorate bottles etc. Knows how to improve models Use appropriate language: scrunch, twist, fold, bend, roll, smooth, bending, rough, hard, weave, flexible, rigid</p> <p>Sculpture (form): Makes something with clear intentions Makes something they give clear meaning to</p> <p>Photography: use the ipad with a specific purpose in mind Use photography as part of their artwork and explain their intention(s)</p> <p>Artists: Banksy (portraits/graphics), Jackson Pollock (painting on a large scale) and Eric Carle (collage).</p> <p>Woodwork Draw and plan what going to make Measuring</p> <p>Music: Beginning to write own compositions using symbols, patterns or pictures.</p> <p>Singing: Sings by themselves, matching pitch and following melody</p> <p>Dancing: replicates dances and creates own in response to music/stimulus</p> <p>Role play: Use imagination to develop own storylines with peers. Involves props and resources.</p>			
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Sequence of Learning Y1 - Y6

Year	Project	Disciplinary Knowledge Strands	Substantive Knowledge Strands	Vocabulary (Tier 3)	
		(Being an engineer, being a chef, being a designer)	(Building an overview of Design and Technology)	Theme specific	Subject specific
Year 1	Structures - Elf workshop (build, join components, make a finished product) Autumn Term	Design Make Evaluate	Build structures Mechanisms Textiles Cooking Electrical systems	join components strong stable stiff materials structure	KEY STAGE 1 product purposeful design design criteria appealing creativity culture generate template mock-up materials textiles tools measure make evaluate
	Textiles - Puppets Spring Term	Design Make Evaluate	Build structures Mechanisms Textiles Cooking Electrical systems	sew stitch needle thread fabric join	
	Mechanisms - Moving pictures (simple levers and sliders) Summer Term	Design Make Evaluate	Build structures Mechanisms Textiles Cooking Electrical systems	materials moveable hinge lever slider	

	<p>Cook it</p> <ul style="list-style-type: none"> - Cheese sandwich - Fruity flapjack - Buns 	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>ingredients spreading grating weighing combining creaming healthy eating varied diet hygiene</p>
Year 2	<p>Mechanisms - Cars (wheels and axles)</p> <p>Autumn Term</p>	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>wheels axles chassis moveable fit for purpose saw glue gun wood strengthen</p>
	<p>Textiles - Bookmark (basic running stitch)</p> <p>Spring Term</p>	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>running stitch sew needle thread detail template</p>
	<p>Structures - Photo frame (cut and join pieces of wood - make stronger, stiffer, more stable)</p> <p>Summer Term</p>	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>model fit for purpose flexible stable strengthen stiffen evaluate</p>

	<p>Cook it</p> <ul style="list-style-type: none"> - Hedgehog bread - Gingerbread Biscuits - Mixed Fruit Snack 	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>ingredients kneading shaping weighing combining rolling claw knife technique healthy eating varied diet hygiene</p>	
Year 3	<p>Structures - Mini greenhouses (wooden structure, select appropriate materials, strengthen the finished product)</p> <p>Autumn Term</p>	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>strengthen stiffen stable reinforce reevaluate</p>	<p>KEY STAGE 2 product purposeful functional design design criteria appealing culture generate template mock-up prototype pattern pieces computer aided design materials components construction textiles finite resources sustainability ethical affordability aesthetic qualities tools measure evaluate</p>
	<p>Textiles - Survival pouch</p> <p>Spring Term</p>	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>running stitch over stitch fastening</p>	
	<p>Mechanisms - Egyptian brick mover (pulleys)</p> <p>Summer Term</p>	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>pulley mechanism</p>	

	<p>Cook it</p> <ul style="list-style-type: none"> - Banana bread - Fruity Skewers with Yoghurt Dip - Pizza 	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>processed sustainability nutrition raw cooked mashing kneading claw knife technique bridge knife technique</p>
Year 4	<p>Mechanisms - Trebuchet (levers and linkages)</p> <p>Autumn Term</p>	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>lever linkages components construction functional</p>
	<p>Structures - Bridge (stronger, stiffer, more stable, appealing)</p> <p>Spring Term</p>	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>stronger stiffer appealing stable reevaluate structure suspension compression tension arch beam reinforce</p>
	<p>Electrical circuits - Rainforest game (buzzers, bulbs, batteries)</p> <p>Summer Term</p>	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>series circuit switch bulbs buzzer motor</p>

				battery electricity volts
	<p>Cook it</p> <ul style="list-style-type: none"> - Fruit Crumble - Chopped Salad - Chocolate cookies 	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>processed sustainability nutrition raw cooked rubbing in peeling coring claw knife technique bridge knife technique</p>
Year 5	<p>Structures - Marble run (design and make to fit a brief, appealing, fit for purpose)</p> <p>Autumn Term</p>	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>appealing fit for purpose freestanding structure stable strengthen construct finishing iterative design process prototype</p>
	<p>Computing to program, monitor and control products - Micro:bits (project TBC)</p> <p>Summer Term</p>	<p>Design Make Evaluate</p>	<p>Build structures Mechanisms Textiles Cooking Electrical systems</p>	<p>debug battery program coding cross sectional diagram exploded</p>

				diagram
	Textiles - Money containers Spring Term	Design Make Evaluate	Build structures Mechanisms Textiles Cooking Electrical systems	appliqué embellishment fastening running stitch over stitch back stitch
	Cook it - Apple Pie - Frittatas - Greek Salad	Design Make Evaluate	Build structures Mechanisms Textiles Cooking Electrical systems	processed sustainability nutrition coring peeling rubbing in sweating whisking claw knife technique bridge knife technique rock knife technique
Year 6	Computing to program, monitor and control products - Micro:bits (project TBC) Summer Term	Design Make Evaluate	Build structures Mechanisms Textiles Cooking Electrical systems	program coding innovation appealing functional aesthetic prototype

Structures - 3D playground design (including min 5 apparatus) Spring Term	Design Make Evaluate	Build structures Mechanisms Textiles Cooking Electrical systems	apparatus scaled model computer aided design construct	
Mechanisms - Moving toy/automata Autumn Term	Design Make Evaluate	Build structures Mechanisms Textiles Cooking Electrical systems	cross sectional diagram exploded diagram cams components construction functional appealing	
Cook it - Leek and potato soup - Tomato Salsa - Cheese Scones	Design Make Evaluate	Build structures Mechanisms Textiles Cooking Electrical systems	processed sustainability nutrition rubbing in finely chop sweating whisking claw knife technique bridge knife technique rock knife technique	