

	Design and Technology Coverage for Nursery	Design and Technology Coverage for Reception	Future Learning –Year 1 Curriculum
Mechanical Systems	<p>Toys</p> <p>Know the cause & effect toys of simple mechanisms: remotes, winders, friction cars, remote control cars etc</p>	<p>Toys</p> <ul style="list-style-type: none"> Know that a programmable toy (or robot*) can be made to move by inputting information. It is then stored as a program. 	<p>Sliders and Levers</p> <ul style="list-style-type: none"> Know that a mechanism is a device used to create movement in a product. Know that a lever is a rigid bar which moves around a pivot. Levers are used in many everyday products. Know that a slider is a rigid bar which moves backwards and forwards along a straight line. To know that unlike a lever, a slider does not have a pivot point. <p>Wheels and Axels</p> <ul style="list-style-type: none"> Know that an axle is a rod that enables a wheel to rotate. And the wheel can rotate freely on the axle or be fixed to, and turn with, the axle. Know that the chassis is the frame or base on which a vehicle is built. <p>Sliders and Levers</p> <ul style="list-style-type: none"> To know that sliders move from side to side and up and down. To know that levers can be used with or without a slot. To know the movement of simple mechanisms such as levers, sliders, wheels and axles.
Vocabulary	push, pull, wind, press, up, down, car,	recipe, sequence, remote forwards, backwards, cutting, truck, lorry,	slider, lever, pivot, slot, bridge/guide card, masking tape, paper fastener, join straight, curve, design, make, evaluate, user, purpose, ideas, design criteria, product, function, vehicle, wheel, axle, axle holder, chassis, body, cab assembling, joining, shaping, finishing, fixed, free, moving, mechanism names of tools, equipment and materials used design, make, evaluate, purpose, user, criteria, functional
Structures	<p>Modelling</p> <ul style="list-style-type: none"> Know how to use one-handed tools and equipment, for example, making snips in paper with scissors. Know how to make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. 	<p>Modelling</p> <ul style="list-style-type: none"> Know how to create and explore structures using different materials, different ways to fasten, both inside and outside of the classroom Know how to use tools, such as scissors, with increasing confidence. 	<p>Freestanding structures</p> <ul style="list-style-type: none"> Know that a freestanding structure is a structure that stands on its own foundation or base without attachment to anything else. Know that their structure needs to be stable which means it is unlikely to fall over if a force is applied. Knows that brick bonding can improve the performance of the structure or improve its appearance

Vocabulary	cut, corner, scissors, build	fold, join thinner, thicker, point, straight, curved circle, triangle, square, rectangle	fix structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, metal, wood, plastic, cuboid, cube, cylinder design, make, evaluate, user, purpose, ideas, design criteria, product, function
Textiles	<p>Exploring materials</p> <ul style="list-style-type: none"> • Explore different materials freely, in order to develop their ideas about how to use them and what to make. • Develop their own ideas and then decide which materials to use to express them. 	<p>Exploring materials</p> <ul style="list-style-type: none"> • Explore a range of materials, including natural materials • Make objects from different materials, including natural materials 	<p>Templates and Joining Techniques</p> <ul style="list-style-type: none"> • To know that textiles can be decorated in different ways including embroidery • To know that edge may fray - to unravel or become worn at the edge. • To know that a seam is a row of stitches joining two pieces of fabric. • To know that sewing is joining pieces of fabric with stitches.
Vocabulary	glue, , join, stick, Sellotape / sticky tape	Decorate, materials, attach, fabric	names of existing products, joining and finishing techniques, tools, fabrics and components template, pattern pieces, mark out,, finish features, suitable, quality mock-up, design brief, design criteria, make, evaluate, user, purpose, function
Healthy Eating	<p>Healthy eating</p> <ul style="list-style-type: none"> • Know that some foods are healthy and nutritious. • Explore eating a range of fruit and vegetables at snack time. 	<p>Healthy eating & Food preparation</p> <ul style="list-style-type: none"> • Change materials by heating and cooling, including cooking • Explore a range of different types from the UK and around the world. • Know that some food comes from plants. 	<p>Preparing fruit and vegetables</p> <ul style="list-style-type: none"> • Know that all food comes from plants or animals. • Know that food has to be farmed, grown elsewhere (e.g. home) or caught. • Name and sort foods into the five groups in The Eatwell Plate. • Know that everyone should eat at least five portions of fruit and vegetables every day. Know how to use techniques such as cutting, peeling and grating.
Vocabulary	fruit and vegetable names,	Sensory vocabulary such as: soft, juicy, crunchy, sweet, sticky, smooth,	names of equipment and utensils sensory vocabulary e.gs harp, crisp, sour, hard flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning, investigating tasting, arranging, popular, design, evaluate, criteria

Autumn 1 Autumn 2 Spring 1 Spring 2 Summer 1 Summer 2 Ongoing