

Design & Technology, EYFS Curriculum Overview

	Cooking and Nutrition	Mechanisms	Structures	Textiles
Design	N/A	To explain how their design will move.	To understand that a drawing is a design. To have a planned purpose in mind.	N/A
Make	Identifying and naming fruits and vegetables. Learn where fruit and vegetables grow.	Follow a simple design with a push-pull mechanism. Shows understanding of how to transport and store equipment safely. Handles tools, objects, construction and malleable materials safely and with increasing control.	Experiment with ways to join card (junk modelling) to form simple structures. Follow instructions on how to add stability to a structure. Shows understanding of how to transport and store equipment safely. Selects tools and techniques needed to shape, assemble and join materials they are using.	To explore with joining methods using different materials and tools. Shows understanding of how to transport and store equipment safely. Handles tools, objects, construction and malleable materials safely and with increasing control.
Evaluate	Taste and evaluate different fruits and vegetables. With support, describe appearance, smell and taste.	With support, test if the mechanism successfully moves. To suggest a way to adapt the mechanism if necessary.	To evaluate whether a structure is strong or not strong. With support, suggest points to improve. To suggest a way to adapt the structure if necessary.	To select appropriate joining methods for an intended purpose.
Technical Knowledge	To group fruit and vegetables in different ways. To know the names of common fruit and vegetables.	To learn that a mechanism can be added to create movement. To use the vocabulary; up, down, push, pull to describe movement.	To understand that models can be changed to make them stronger.	To understand that fabrics can be joined in different ways.