

THOMAS EATON LONG-TERM SEQUENCE FOR DESIGN TECHNOLOGY **CYCLE A** (EYFS – Year 6)

BIG IDEAS - SUGGESTED SUBSTANTIVE CONCEPTS						
DESIGN		MAKE		EVALUATE		TECHNICAL KNOWLEDGE (see Kapow LTP)
Pre-School 2-year-olds	Pre-School 3-4-year-olds	Reception	Year 1 & 2	Year 3	Year 4 & 5	Year 6
Autumn Term						
<p>Explore paint using fingers and body parts, as well as brushes and other tools.</p> <p>Make simple models which express ideas.</p> <p>Explore different materials, using all senses to investigate them.</p>	<p>Make simple models which express ideas.</p> <p>Use various construction materials.</p> <p>Manipulate play dough in various ways.</p> <p>Explore different materials freely, in order to develop ideas</p> <p>Join different materials and explore different textures.</p>	<p>Use resources available for props.</p> <p>Build models using construction equipment.</p> <p>Junk modelling</p> <p>Use different textures and materials to make houses for the three little pigs.</p>	<p>FOOD & NUTRITION Fruit and vegetables</p> <p>MECHANISMS Moving a moving story book</p>	<p>FOOD & NUTRITION Eating seasonally</p>	<p>MECHANICAL SYSTEMS (pneumatics) Making a slingshot car (Yr4)</p>	<p>TEXTILES Making a Waistcoat</p>
Spring Term						
<p>Use imagination to manipulate different materials in a variety of ways.</p>	<p>Join different materials and explore different textures.</p> <p>Talk about places visited e.g.: the park/zoo/Granny's house/London)</p> <p>Follow positional language.</p> <p>Notice changes in the environment.</p>	<p>Designing homes for hibernating animals.</p> <p>Select tools and techniques needed to assemble materials.</p> <p>Create animal masks.</p> <p>Exploring ways to protect growing plants by designing scarecrows.</p> <p>Clay habitats for hedgehogs.</p>	<p>STRUCTURES Constructing a Windmill</p> <p>TEXTILES Puppets</p>	<p>MECHANICAL SYSTEMS (pneumatics) Pneumatic toys</p>	<p>TEXTILES Stuffed toys (Yr5)</p>	<p>STRUCTURE Playgrounds</p>
Summer Term						
<p>Construct using a variety of materials.</p>	<p>Develop ideas and decide which materials to use to express them.</p> <p>Make imaginative and complex 'small worlds' with blocks and construction kits.</p> <p>Show interest and describe the texture of things.</p>	<p>Design and make rockets</p> <p>Junk modelling; houses, bridges boats and transport.</p> <p>Lighthouse designs.</p> <p>Paper plate jellyfish</p> <p>Salt dough shells</p>	<p>MECHANICAL SYSTEMS Wheels and axles</p>	<p>STRUCTURES Constructing a castle</p>	<p>MECHANISMS (sliders, pivots & folds) Making a Pop up book (Yr5)</p>	<p>ELECTRICAL SYSTEMS Steady hand game</p> <p>MECHANICAL SYSTEMS (cams) Automata toys</p> <p>DIGITAL WORLD Monitoring devices (Yr5)</p>
		COOKING & NUTRITION	TEXTILES	STRUCTURES	MECHANISMS	ELECTRICAL SYSTEMS

THOMAS EATON LONG-TERM SEQUENCE FOR DESIGN TECHNOLOGY **CYCLE B** (EYFS – Year 6)

BIG IDEAS - SUGGESTED SUBSTANTIVE CONCEPTS						
DESIGN		MAKE	EVALUATE		TECHNICAL KNOWLEDGE (see Kapow LTP)	
Pre-School 2 year olds	Pre-School 3-4 year olds	Reception	Year 1 & 2	Year 3	Year 4 & 5	Year 6
Autumn Term						
<p>Explore paint using fingers and body parts, as well as brushes and other tools.</p> <p>Make simple models which express ideas.</p> <p>Explore different materials, using all senses to investigate them.</p>	<p>Make simple models which express ideas.</p> <p>Use various construction materials.</p> <p>Manipulate play dough in various ways.</p> <p>Explore different materials freely, in order to develop ideas</p> <p>Join different materials and explore different textures.</p>	<p>Use resources available for props.</p> <p>Build models using construction equipment.</p> <p>Junk modelling</p> <p>Use different textures and materials to make houses for the three little pigs.</p>	<p>STRUCTURES</p> <p> </p> <p>Baby Bear's chair</p>	<p>TEXTILES</p> <p> </p> <p>Cross-Stitch and Applique</p>	<p>COOKING & NUTRITION</p> <p> </p> <p>Adapting a recipe – biscuits (Yr4)</p>	<p>TEXTILES</p> <p> </p> <p>Making a Waistcoat</p>
Spring Term						
<p>Use imagination to manipulate different materials in a variety of ways.</p>	<p>Join different materials and explore different textures.</p> <p>Talk about places visited e.g.: the park/zoo/Granny's house/London)</p> <p>Follow positional language.</p> <p>Notice changes in the environment.</p>	<p>Designing homes for hibernating animals.</p> <p>Select tools and techniques needed to assemble materials.</p> <p>Create animal masks.</p> <p>Exploring ways to protect growing plants by designing scarecrows.</p> <p>Clay habitats for hedgehogs</p>	<p>MECHANISMS</p> <p> </p> <p>Fairground wheel</p>	<p>DIGITAL WORLD</p> <p>Electronic Charm</p>	<p>ELECTRICAL SYSTEMS</p> <p> </p> <p>TORCHES</p>	<p>STRUCTURE</p> <p> </p> <p>Playgrounds</p>
Summer Term						
<p>Construct using a variety of materials.</p>	<p>Develop ideas and decide which materials to use to express them.</p> <p>Make imaginative and complex 'small worlds' with blocks and construction kits.</p> <p>Show interest and describe the texture of things.</p>	<p>Design and make rockets</p> <p>Junk modelling; houses, bridges boats and transport.</p> <p>Lighthouse designs.</p> <p>Paper plate jellyfish</p> <p>Salt dough shells</p>	<p>MECHANISMS</p> <p> </p> <p>Making a moving monster</p>	<p>ELECTRICAL SYSTEMS</p> <p> </p> <p>Electrical Poster</p>	<p>DIGITAL WORLD</p> <p> </p> <p>Mindful moments times</p>	<p>ELECTRICAL SYSTEMS</p> <p> </p> <p>Steady hand game</p> <p>MECHANICAL SYSTEMS (cams)</p> <p> </p> <p>Automata toys</p> <p>DIGITAL WORLD</p> <p> </p> <p>Monitoring devices (Yr5)</p>
		COOKING & NUTRITION	TEXTILES	STRUCTURES	MECHANISMS	ELECTRICAL SYSTEMS

