

Crawley Ridge Infant School Design and Technology Long Term Plan 2025

	Autumn1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Magnificent Me	Celebrations	Once Upon A Time	Let's Grow	Our World	On The Move
	<p>Three and Four-Year-Olds</p> <p><i>Physical Development</i></p> <ul style="list-style-type: none"> Use large-muscle movements to wave flags and streamers, paint and make marks. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. <p><i>Expressive Arts and Design</i></p> <ul style="list-style-type: none"> Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. 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. Create closed shapes with continuous lines, and begin to use these shapes to represent objects. <p><i>Understanding the World</i></p> <ul style="list-style-type: none"> Explore how things work. <p><i>Personal, Social and Emotional Development</i></p> <ul style="list-style-type: none"> Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them 					
Rec	<p>All about me! Nursery Rhymes Structures</p> <p>Model Making using reclaimed materials and construction kits – Make a wall for Humpty Dumpty Make an egg protector so it doesn't break.</p>	<p>Traditional Tales Structures – Making a house of a traditional tales' character</p> <p>Cooking and Nutrition - Making porridge; Making and baking gingerbread men</p>	<p>Winter/Superheroes Cooking and Nutrition - Making vegetable stew</p> <p>Textiles – Make a sock puppet of a superhero</p> <p>Cooking and Nutrition – bird feeders</p>	Come Outside	<p>Amazing Animals Cooking and Nutrition – Hungry Caterpillar Food Tasting</p>	<p>Transport Structures – Model making using reclaimed materials – pirate ship – does it float?</p>
	<p><i>Reception</i></p> <p><i>Physical Development</i></p> <ul style="list-style-type: none"> Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons. <p><i>Expressive Arts and Design</i></p> <ul style="list-style-type: none"> Create collaboratively, sharing ideas, resources and skills. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Explore, use and refine a variety of artistic effects to express their ideas and feelings. <p>ELG</p> <p><i>Physical Development</i></p> <ul style="list-style-type: none"> Use a range of small tools, including scissors, paintbrushes and cutlery. <p><i>Expressive Arts and Design</i></p> <ul style="list-style-type: none"> 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 					
Year One		<p>Mechanisms – Design and Make a Vehicle (axels, wheels) (Linked to History Topic)</p>		<p>Cooking and Nutrition - Making a seasonal fruit salad</p>		<p>Textiles – Design and Make a Puppet (Linked to History Topic)</p>
Year Two	<p>Mechanisms & Structures – Design and Make a castle (levers, winders, sliders) (Linked to History Topic)</p>			<p>Textiles – Designing and Making a carnival mask (Linked to Geography Topic)</p>	<p>Cooking and Nutrition – Designing and Making a Healthy Wrap (linked to Science)</p>	

Designing and Making*Design*

- *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*

Make

- *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 range of materials and components, including construction materials, textiles and ingredients, according to their characteristics*

Evaluate

- *explore and evaluate a range of existing products*
- *evaluate their ideas and products against design criteria*

Technical knowledge

- *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.*

Cooking and Nutrition

- *use the basic principles of a healthy and varied diet to prepare dishes*
- *understand where food comes from*