



Area of Learning: Design & Technology					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Why am I special?	Why do we celebrate?	Where do animals live?	How do things grow?	How do you get there?	What's it like to live beside the seaside?
Planning					
Building homes in construction	Campfire Cooking Bonfire Night Toasting Marshmallows  Parent Craft Day (including split pin moving pictures)	Selecting appropriate materials to build different homes and habitats	School Garden – Where does our food come from?  Growing and tasting our own healthy food e.g. strawberries.  Campfire Cooking	Making moving structures e.g. junk modelling transport  Talking about different materials and their properties e.g. friction	Investigate materials for floating and sinking whilst creating our own boats  Campfire Cooking
Key Vocabulary					
Construct Build Bricks Blocks Balance	Craft Cook Join Cut Stick	Strong Stable Soft Hard Sturdy	Growing Healthy Fruit Vegetable Taste	Model Moving Wheel Friction Test	Recycle Design Investigate Evaluate
Key opportunities / experiences					
Autumn Locality Walk – Look at different buildings	Forest School Campfire	Animal Experience	Farm Visit	Transport Trip	Beach Visit

