












EYFS











Terms 1 & 2	Terms 3 & 4	Terms 5 & 6
<p>Children have daily access to a wide range of resources within child-initiated sessions enabling them to design and construct. These include small and large construction resources, junk modelling, wheels and axles, nuts, bolts, paper, card, scissors, glue and Sellotape. EYFS staff will teach and model specific skills and techniques when engaging with children who are exploring a range of media and materials. Children will have the opportunity to think about what they want to make, problem-solve, reflect and refine their ideas.</p>		
<p>Joining techniques – glue and tape Construction – building houses and towers</p>	<p>Joining techniques – staples and split pins Construction – natural and manmade objects Food – making sandwiches Forest School – bug house structures</p>	<p>Design test and tweak (Make, break, repeat) Maria Frazee – build a rollercoaster marble run</p>

Milestone 1

Week	Terms 1 & 2	Terms 3 & 4	Terms 5 & 6
1			
2			
3			
4	<p>What is Design and Technology? (unit 1.1) Structures introduction (unit 1.2)</p>	<p>Structures (unit 1.2) – Year One Frame Structures (unit 1.3) – Year One &amp; Two</p>	<p>Wheel Mechanisms (unit 1.7)</p>
5			
6			
7	  	  	  
8			
9	<p>Technical Knowledge Practical Knowledge Design Process</p>	<p>Technical Knowledge Practical Knowledge Design Inspiration</p>	<p>Technical Knowledge Practical Knowledge Design Inspiration</p>
10	<p>Food- couscous (unit 1.9)</p>	<p>Solid Structures (unit 1.4)</p>	<p>Food – Portable snacks (unit 1.8)</p>
11			
12			
	<p>Technical Knowledge Design Process Design Inspiration</p>	<p>Technical Knowledge Design Inspiration</p>	<p>Design Process Practical Knowledge Design Inspiration</p>













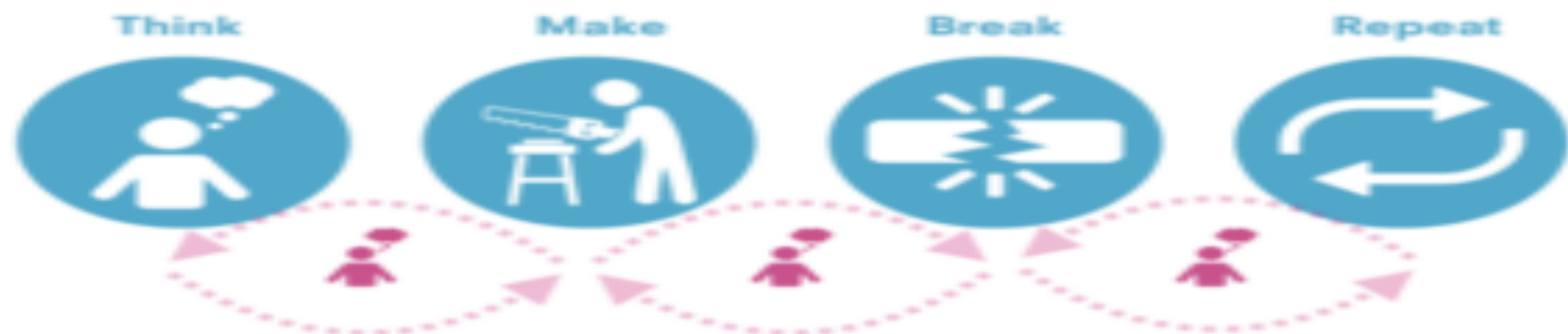
**Saint George's Primary Phase**  
**Design and Technology Coverage Overview**  
**Milestone 2**

<b>Week</b>	<b>Terms 1 &amp; 2</b>	<b>Terms 3 &amp; 4</b>	<b>Terms 5 &amp; 6</b>
1			
2			
3			
4	<b>What is Design and Technology?</b> (unit 2.1) <b>Introduction to App Control</b> (unit 2.2)	<b>Frame Structures</b> (unit 2.6)	<b>Shell Structures</b> (unit 2.7)
5			
6			
7	   Design Inspiration   Practical Knowledge   Design Process	  Technical Knowledge   Design Process	  Technical Knowledge   Practical Knowledge
8			
9			
10	<b>App Control</b> (unit 2.2)  Technical Knowledge	<b>Food- Dips</b> (unit 2.9)  Practical Knowledge	<b>Paper Circuits</b> (unit 2.3)  Technical Knowledge
11			
12			



**Saint George's Primary Phase**  
**Design and Technology Coverage Overview**  
**Milestone 3**

<b>Week</b>	<b>Terms 1 &amp; 2</b>	<b>Terms 3 &amp; 4</b>	<b>Terms 5 &amp; 6</b>
<b>1</b>			
<b>2</b>			
<b>3</b>			
<b>4</b>	<p><b>What is Design Technology?</b>            (unit 3.1)  <b>Introduction to Frame Structures</b>            (unit 3.5)</p>	<p><b>Arch Structures</b>            (unit 3.4)</p>	<p><b>Pulleys and Gears</b>            (unit 3.6)</p>
<b>5</b>			
<b>6</b>			
<b>7</b>	  <p>Design Inspiration    Technical knowledge</p>	  <p>Technical Knowledge    Practical knowledge</p>	 <p>Technical Knowledge</p>
<b>8</b>			
<b>9</b>			
<b>10</b>	<p><b>Frame Structures</b>            (unit 3.5)</p>   <p>Technical Knowledge    Practical Knowledge</p>	<p><b>Food throughout the year</b>            (unit 3.8)</p>  <p>Technical Knowledge</p>	<p><b>Food- Bread</b>            (units 3.9 )</p>   <p>Design Inspiration    Practical Knowledge</p>
<b>11</b>			
<b>12</b>			



**Thinking happens all the way through the design process.**

---