

## Design Technology (Prior and Future Learning Links)

**EYFS**



- Three Little Pigs (Nursery): Develop their own ideas and then decide which materials to use to express them; Join different materials and explore different textures.
- Animals (Reception): They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function

<b>Years 1 &amp; 2</b>	<b>Moving Story Book (Paper Mechanisms)</b>	<b>Puppets (Textiles)</b>	<b>Fruit and Vegetable Smoothies (Cooking &amp; Nutrition)</b>
<b>Cycle A</b>	← Prior learning: EYFS → Future learning: Yr3&4 Pnuematic Toys	← Prior learning: EYFS → Future learning: Yr3&4 Fastenings	← Prior learning: EYFS → Future learning: Yr3&4 Eating Seasonally
<b>Years 1 &amp; 2</b>	<b>Making a Moving Monster (Paper Mechanisms)</b>	<b>Balanced Diet (Cooking &amp; Nutrition)</b>	<b>Constructing a Windmill (Structures)</b>
<b>Cycle B</b>	← Prior learning: EYFS → Future learning:	← Prior learning: EYFS → Future learning: Yr3&4 Eating Seasonally	← Prior learning: EYFS → Future learning: Yr3&4 Architecture in Schools Project Yr3&4 Magnet Fishing Game
<b>Year 4 (2022.23 only)</b>	<b>Fastenings (Textiles)</b>	<b>Torches (Electrical Systems)</b>	<b>Pneumatic Toys (Mechanical Systems)</b>
<b>Years 3 &amp; 4 Cycle A (2023.24)</b>	← Prior learning: Yr1&2 Textiles → Future learning: Yr5&6 Stuffed Toys	← Prior learning: → Future learning: Yr5&6 Steady-Hand Game	← Prior learning: Yr1&2 Making a Moving Monster → Future learning: Yr5&6 Pop-Up Nursery Rhymes
<b>Years 3 &amp; 4 Cycle B (2022.23 only)</b>	<b>Architecture in Schools Project (Structures) / Electronic Charms (Digital World)</b>	<b>Magnet Fishing Game (Structures)</b>	<b>Eating Seasonally (Cooking &amp; Nutrition)</b>
	← Prior learning: Yr1&2 Constructing a Windmill Yr5&6 Microbit Temperature Devices → Future learning: Yr3&4 Spring Magnet Fishing Game	← Prior learning: Yr3&4 Autumn Architecture in Schools → Future learning: Yr5&6 Playground Design	← Prior learning: Yr1&2 Fruit and Vegetable Smoothies Yr1&2 Balanced Diet → Future learning: Yr5&6 Come Dine With Me
	<b>Stuffed Toys (Textiles)</b>	<b>Pop-Up Nursery Rhymes (Mechanical Systems)</b>	<b>Microbit Temperature Devices (Digital World)</b>

<b>Years</b> <b>5 &amp; 6</b> <b>Cycle A</b>	← Prior learning: Yr3&4 Fastenings	← Prior learning: Yr3&4 Pneumatic Toys	← Prior learning: Yr3&4 Electronic Charms
	→ Future learning: KS3 Develop and communicate design ideas	→ Future learning: KS3 Understand how more advanced mechanical systems used in their products enable changes in movement and force	→ Future learning: KS3 Apply computing and use electronics to embed intelligence in products
<b>Years</b> <b>5 &amp; 6</b> <b>Cycle B</b>	<b>Steady-Hand Game (Electrical Systems)</b>	<b>Come Dine With Me (Cooking &amp; Nutrition)</b>	<b>Playground Design (Structures)</b>
	← Prior learning: Yr3&4 Torches	← Prior learning: Yr3&4 Eating Seasonally	← Prior learning: Yr3&4 Magnet Fishing Game and Architecture in Schools Project
	→ Future learning: KS3 More advanced electrical and electronic systems	→ Future learning: KS3 Cook a repertoire of predominantly savoury dishes	→ Future learning: KS3 Develop and communicate design ideas