



# Design and Technology Long Term Overview - Reception



Reception	Spring	
	<p style="text-align: center;"><b>Spring 1</b> DT Focus Structures Junk Modelling</p>	<p style="text-align: center;"><b>Spring 2</b> DT Focus Cooking and Nutrition Soup</p>
	<p>Unit Objectives</p> <ul style="list-style-type: none"> <li>• Explore and investigate tools and materials</li> <li>• Investigate cutting different materials</li> <li>• Learn to plan and select resources to make a model</li> <li>• Verbally plan and create and junk model</li> <li>• Share finished model and talk about processes</li> <li>• Explore ways to temporarily join materials</li> </ul> <p><b>EYFS Outcomes</b></p> <p>Physical Development</p> <ul style="list-style-type: none"> <li>• Develop small motor skills so they can use a range of tools competently, safely and confidently</li> <li>• ELG: Fine Motor Skills - Use a range of small tools (scissors, paint brushes and cutlery)</li> </ul> <p>Expressive Arts and Design</p> <ul style="list-style-type: none"> <li>• Explore, use and refine a variety of artistic effects to express ideas and feelings</li> <li>• Return and build on previous learning, refining ideas and developing the ability to represent them</li> <li>• ELG: Creating with materials - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function</li> </ul>	<p>Unit Objectives</p> <ul style="list-style-type: none"> <li>• Explore fruits and vegetables and the differences between them</li> <li>• Explore a pumpkin and describe it using the five senses</li> <li>• Design a fruit and vegetable soup recipe</li> <li>• Learn to use a knife safely</li> <li>• Use tools safely to prepare ingredients</li> <li>• Design food packaging</li> </ul> <p><b>EYFS Outcomes</b></p> <p>Communication and language</p> <ul style="list-style-type: none"> <li>• Learn and use new vocabulary</li> <li>• ELG: Speaking - Participate in small group, class and one-to-one discussions</li> </ul> <p>Personal, Social and Emotional development</p> <ul style="list-style-type: none"> <li>• Know and talk about factors that support overall health and well being.</li> <li>• ELG: Managing self - Manage their own basic hygiene and personal needs</li> </ul> <p>Physical development</p> <ul style="list-style-type: none"> <li>• Develop small motor skills so they can use a range of tools competently, safely and confidently</li> </ul>

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	<ul style="list-style-type: none"> <li>• ELG: Creating with materials - Share their creations, explaining the process they have used</li> </ul>	<ul style="list-style-type: none"> <li>• ELG: Fine Motor Skills - Use a range of small tools (scissors, paint brushes and cutlery)</li> </ul> <p>Understanding the world</p> <ul style="list-style-type: none"> <li>• Explore the natural world around them</li> <li>• ELG: The Natural World - Explore the natural world around them, making observations and drawing pictures of animals and plants</li> </ul> <p>Expressive Arts and Design</p> <ul style="list-style-type: none"> <li>• Explore, use and refine a variety of artistic effects to express ideas and feelings</li> <li>• ELG: Creating with materials - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function</li> </ul>
	<h2>Summer</h2>	
	<p><u>Summer 2</u> DT Focus Structures Boats</p>	
	<p>Unit Objectives</p> <ul style="list-style-type: none"> <li>• To understand what waterproof means and test if materials are waterproof</li> <li>• To test and predict which materials float or sink</li> <li>• Compare uses of boats</li> <li>• Investigate how shape and structure affects how boats move</li> <li>• Design a boat</li> <li>• Create a boat based upon their design.</li> </ul> <p><b>EYFS Outcomes</b></p>	



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## Communication and language

- Articulate their ideas and thoughts in well-formed sentences.
- Connect one idea or action to another using a range of connectives.
- Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen.
- ELG: Speaking - Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.
- ELG: Speaking - Offer explanations for why things might happen.

## Understanding the world

- Explore the natural world around them
- ELG: The Natural World - Explore the natural world around them, making observations and drawing pictures of animals and plants

## Expressive Arts and Design

- Explore, use and refine a variety of artistic effects to express ideas and feelings
- ELG: Creating with materials - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- ELG: Creating with materials - Share their creations, explaining the process they have used