



Emmbrook Infant School EYFS & KS1 DT Termly Overview

	Autumn	Spring	Summer
Design Feature FS2	ELG: Creating with: <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; ➤ Make use of props and materials when role playing characters in narratives and stories. 	ELG: Creating with: <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; ➤ Make use of props and materials when role playing characters in narratives and stories. 	ELG: Creating with: <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; ➤ Make use of props and materials when role playing characters in narratives and stories.
	Food & Nutrition <ul style="list-style-type: none"> ➤ understand and apply the principles of nutrition and learn how to cook. 	Food & Nutrition <ul style="list-style-type: none"> ➤ understand and apply the principles of nutrition and learn how to cook. 	Food & Nutrition <ul style="list-style-type: none"> ➤ understand and apply the principles of nutrition and learn how to cook.
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Design Feature Year 1	<u>Mechanism.</u> Purpose: design and make a moving bear toy. <u>Textiles:</u> Purpose. To design and make an xmas tree decoration from textiles that will hold a candy cane.	<u>Structure:</u> Purpose. To design and build a bridge model to traverse the Thames to reduce traffic on current bridge crossings.	<u>Structure:</u> Purpose-design and create a piece of model furniture for the Victorian dolls house. <u>Food & Nutrition:</u> Purpose – to create a piece of edible art on a plate.
	Design <ul style="list-style-type: none"> ➤ 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 	Design <ul style="list-style-type: none"> ➤ 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 	Design <ul style="list-style-type: none"> ➤ 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



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Year 2 Design Feature	<p><u>Paper mechanisms.</u> Purpose: to create an informative pop up page for our ocean book on habitats</p> <p><u>Structures and mechanisms.</u> Purpose: Create a treasure box with a hinged lid.</p>	<p><u>Textiles:</u> Purpose-Design a purse for Samuel Pepys.</p> <p><u>Structure</u> : Purpose to create a winter bird feeder</p> <p><u>Food & Nutrition:</u> Purpose-Design and make a bread roll using a tudor design</p>	<p><u>Winding mechanism.</u> Purpose: to create a prototype space toy that has a moving part.</p> <p><u>Food & Nutrition:</u> Purpose: to create a nutritional snack for Red Riding Hood's Grandma.</p>



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