



St Chad's Primary DT Curriculum Overview

Reception	The EYFS framework is structured very differently to the national curriculum as it is organised across seven areas of learning rather than subject areas.																						
	The table below demonstrates which statements from the 2020 Development Matters are prerequisite skills for DT within the National Curriculum. It outlines the most relevant statements taken from the Early Learning Goals in the EYFS statutory framework and the Development Matters age ranges for Three and Four-Year-Olds and Reception to match the programme of study for DT.																						
	The most relevant statements for DT are taken from the following areas of learning:																						
	• Physical Development • Expressive Arts and Design <table><tr><th colspan="4">DT</th></tr><tr><td rowspan="2">Reception</td><td colspan="2">Physical Development</td><td> • Progress towards a more fluent style of moving, with developing control and grace. • Develop their small motor skills so that they can use a range of tools competently, safely and confidently. • Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. </td></tr><tr><td colspan="2">Expressive Arts and Design.</td><td> • Explore, use and refine a variety of artistic effects to express their ideas and feelings. • Return to and build on their previous learning, refining ideas and developing their ability to represent them. • Create collaboratively, sharing ideas, resources and skills. </td></tr><tr><td rowspan="2">ELG</td><td>Physical Development</td><td>Fine Motor Skills</td><td> • Use a range of small tools, including scissors, paintbrushes and cutlery. </td></tr><tr><td>Expressive Arts and Design they have used.</td><td>Creating with Materials creations, explaining the process they have used.</td><td> • 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. </td></tr></table>					DT				Reception	Physical Development		• Progress towards a more fluent style of moving, with developing control and grace. • Develop their small motor skills so that they can use a range of tools competently, safely and confidently. • Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.	Expressive Arts and Design.		• Explore, use and refine a variety of artistic effects to express their ideas and feelings. • Return to and build on their previous learning, refining ideas and developing their ability to represent them. • Create collaboratively, sharing ideas, resources and skills.	ELG	Physical Development	Fine Motor Skills	• Use a range of small tools, including scissors, paintbrushes and cutlery.	Expressive Arts and Design they have used.	Creating with Materials creations, explaining the process they have used.	• 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.
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Y1	Structures: Constructing Windmills	Mechanisms: Moving Book	Wheels & axels	Textiles: Puppets	Cooking & Nutrition: smoothies																		
Y2	Mechanisms: Fairground Wheel	Cooking & nutrition: Balanced diet	Structures: Baby Bear’s chair	Textiles: Pouches	Mechanisms: Moving Monster																		
Y3	Textiles: Cross stitch and appliqué	Structures: Constructing a castle	Cooking and nutrition: Eating seasonally	Digital world: Wearable technology	Mechanical system: Pneumatic toys																		
Y4	Mechanical systems: Mechanical/Slingshot cars	Textiles: Fastenings	Structures: Pavilions	Cooking and nutrition: Adapting a recipe	Electrical systems: Torches																		
Y5	Cooking and nutrition: Developing a recipe	Electrical systems: Doodlers	Mechanical systems option 1: Making a pop-up book	Mechanical systems: Gears and pulleys	Structures: Bridges																		
Y6	Structure: Playgrounds	Mechanical systems: Automata toys	Electrical systems: Steady hand game	Digital world: Navigating the world	Cooking and nutrition: Come dine with me																		