



Design and Technology Long Term Plan

Revised Sep 2025

Intent:

- To encourage children to learn to think and intervene creatively to solve problems both as individuals and as members of a team.
- To encourage children to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.
- To give children opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness and are encouraged to become innovators and risk-takers

Year Group	Autumn Term	Spring Term	Summer Term
EYFS	<p style="text-align: center;">Continuous Provision & Enhanced Provision</p> <p style="text-align: center;">Scaffolded learning Planning, designing, making and developing DT skills and knowledge. Pupils will be encouraged to use a combination of materials and joining techniques (temporary and permanent).</p> <p>Ages and Stages – Reception: Expressive Arts and Design •Explore different materials freely, in order to develop their ideas about how to use them and what to make. •Develop their own ideas and then decide which materials to use to express them. •Join different materials and explore different textures. ELG Creating with Materials Children at the expected level of development will: -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.</p> <p style="text-align: center;">Children develop foundational D&T skills through play, exploration, and hands-on experiences across the EYFS areas of learning.</p>		

Here are the key foundational Design and Technology skills typically developed in EYFS:

Designing Skills

Children begin to:

- Generate simple ideas and make choices
 - Plan what they want to make
- Talk about their ideas and creations
- Select materials and tools for a purpose

Making Skills

Children learn to:

- Construct and build with different materials
 - Join materials in simple ways
 - Use tools safely
 - Explore shaping and assembling

Evaluating Skills

Children start to:

- Talk about what they made
- Identify what worked well
 - Suggest improvements
- Compare their creations with real objects

Technical Knowledge

Children explore:

- How things work
- Cause and effect
- Basic mechanisms and structures
 - Properties of materials

Fine Motor and Tool Skills

These are essential foundations for D&T:

- Cutting with scissors
- Threading and weaving
 - Folding and joining
- Controlling small tools

Creativity and Problem Solving

Children develop:

- Imagination
- Resilience
- Trial and error thinking
- Collaboration with others

Typical EYFS D&T Activities

- Junk modelling
- Building dens and structures
- Cooking and food preparation
 - Playdough modelling
 - Construction kits
 - Simple sewing or weaving
- Designing vehicles or homes for story characters

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1	Textiles Fabric Faces	Food and Nutrition Sensational Salads	Mechanisms Moving Pictures - Traditional Tales
Cross Curricular/skills			
2	Textiles Fabric Bunting	Food and Nutrition Dips and Dippers	Structures Pirate Paddy's Packed Lunch Problems
Cross Curricular/skills			
3	Mechanisms Mechanical Posters	Food and Nutrition The Great Bread Bake Off	Structures Let's Go Fly a Kite
Cross Curricular/skills			
4	Textiles Juggling Balls	Electronic Systems Battery Operated Lights	Food and Nutrition Edible Garden
Cross Curricular/skills			
5	Structures Marbulous Structures	Electronic Systems Programming Adventures	Food and Nutrition Super Seasonal Cooking
Cross Curricular/skills			
6	Textiles Felt Phone Cases	Food and Nutrition Global Food	Mechanisms Automata Animals
Cross Curricular/skills			
Nurture	Textiles Fabric Bunting (Y2)	Food and Nutrition Dips and dippers (Y2)	Structures Let's go fly a kite (Y3)