



John Henry Newman Academy Curriculum Map

Design and Technology						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	<u>Personal, Social and Emotional Development</u> - Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them. <u>Physical development</u> - Use large-muscle movements to wave flags and streamers, paint and make marks. - Choose the right resources to carry out their own plan. - Use one-handed tools and equipment, for example, making snips in paper with scissors. <u>Understanding the world</u> - Explore how things work. <u>Expressive Arts and Design</u> - Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. - 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. - Create closed shapes with continuous lines, and begin to use these shapes to represent objects.					
Reception	<u>Physical Development</u> - 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.					



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	<u>Expressive Arts and Design</u> • 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.		
Early Learning Goals	<u>Physical Development</u> Fine Motor Skills - Use a range of small tools, including scissors, paintbrushes and cutlery. <u>Expressive Arts and Design</u> Creating with Materials - 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.		
Year 1	- Sliders and Levers	- Freestanding structures - Preparing fruit and vegetables	- Templates and joining - Wheels and axles
Year 2	- Sliders and Levers	- Templates and joining - Wheels and axles	- Freestanding structures - Preparing fruit and vegetables
Year 3	- levers and linkages - Healthy and varied diet	- Pneumatics - Shell structures - Shell structures using computer aided design	- simple circuits and switches - 2 D to 3D product - simple programming and control
Year 4	- levers and linkages	- simple circuits and switches	- Pneumatics



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	- Healthy and varied diet	- 2 D to 3D product - Simple programming and control	- Shell structures - Shell structures using computer aided design
Year 5	- Combining different Fabric shapes. - Computer aided design in textiles. - Frame structures	- cams - Pulleys and gears	- Celebrating culture and seasonal differences in food. - monitoring and control - more complex switches
Year 6	- Celebrating culture and seasonal differences in food. - monitoring and control - more complex switches	- Combining different Fabric shapes. - Computer aided design in textiles.	- pulleys and gears - Cams - Frame structures