

Design Technology Medium Term Planning

Year: FS1

(to be utilised alongside the EYFS overview of coverage - shows when new learning will be introduced or covered more specifically. Most learning will be covered, consolidated and practised throughout the year through a variety of contexts and themes relevant to the time)

Term	Main Enquiry/Knowledge	Sub Questions	End Point	Subject Specific Vocabulary	Linked Visits in / Visits out/Experiences/Stories	Assessment will be based on a formative approach of children being able to answer the questions using the knowledge acquired over the term.
Autumn Term	To understand the use of basic creative tools – pencil, pen, scissors, glue sticks, paint brush, spatula etc.	How can this paper/card/fabric/material be folded, scrunched, cut, manipulated to create different shapes? What different ways can I find to fix materials together? Which material is the best to suit a particular purpose? (with support)	I can create simple 3-dimensional shapes, structures and models using a variety of materials. I know basic methods to connect, build and balance different materials. I can decide which material or tool will best fulfil the purpose of my project.	Material Shape Fix Purpose Tool	Drawing/Painting/Collage Loose parts play Malleable play Construction materials/block play Den building	
Spring Term						
Summer Term	To create imaginative and complex “small worlds” selecting and placing objects to represent different features.	How can I create shapes to represent an enclosure/place with different materials (mark making, block play, malleable materials etc.)? What different shapes and forms can I create using a range of malleable materials? How can I make use of the materials around me to support my imaginative play, storytelling and role play?	I can create an enclosure using a range of materials including loose parts, card/paper and malleable materials. I can create an enclosure or structure to represent a feature of my imaginative play. E.g. a castle for a dragon, a tower for a Princess etc. I can create a sculptured form from a malleable material.	Enclose Sculpture Structure Use	Shapes and enclosures 3d structures – sculptures Small worlds Role play	