

## Cornerstones Design and Technology Whole School Curriculum Map

	<b>EYFS (Reception)</b>		
	<p>Design and Technology satisfies the Early Learning Goals:</p> <ul style="list-style-type: none"> <li>• <b>Physical Development - Fine Motor Skills:</b> <ul style="list-style-type: none"> <li>○ Use a range of small tools, including scissors, paintbrushes and cutlery.</li> </ul> </li> <li>• <b>Expressive Arts and Design - Creating with Materials:</b> <ul style="list-style-type: none"> <li>○ Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function,</li> <li>○ Share their creations, explaining the process they have used.</li> </ul> </li> </ul>		
	<b>Year 1 &amp; Year 2</b>		
	<i>Term 1</i>	<i>Term 2</i>	<i>Term 3</i>
Supported by Cornerstones	Push and Pull	Beach Hut	Remarkable Recipes
	<b>Year 3</b>		
	<i>Term 1</i>	<i>Term 2</i>	<i>Term 3</i>
Supported by Cornerstones	Cook Well, Eat Well	Greenhouse	Making it Move
	<b>Year 4</b>		
	<i>Term 1</i>	<i>Term 2</i>	<i>Term 3</i>

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Supported by Cornerstones	Fresh Food, Good Food	Functional and Fancy Fabrics	Tomb Builders
	Year 5		
	<i>Term 1</i>	<i>Term 2</i>	<i>Term 3</i>
Supported by Cornerstones	Moving Mechanisms	Eat the Seasons	Architecture
	Year 6		
	<i>Term 1</i>	<i>Term 2</i>	<i>Term 3</i>
Supported by Cornerstones	Food for Life	Engineer	Make Do and Mend

TEACHERS HAVE THE PROFESSIONAL CHOICE TO TEACH THINGS AT DIFFERENT TIMES OF THE YEAR IF REQUIRED BASED ON THE NEEDS ASSESSMENT OF THEIR CURRENT COHORT of CHILDREN.