

Cornerstones Design and Technology Whole School Curriculum Map

	EYFS (Reception)		
	<p style="text-align: center;">Design and Technology satisfies the Early Learning Goals:</p> <ul style="list-style-type: none"> • Physical Development - Fine Motor Skills: <ul style="list-style-type: none"> ○ Use a range of small tools, including scissors, paintbrushes and cutlery. • Expressive Arts and Design - Creating with Materials: <ul style="list-style-type: none"> ○ 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		
	<i>Term 1</i>	<i>Term 2</i>	<i>Term 3</i>
Supported by Cornerstones	Shade and Shelter	Taxi!	Chop, Slice and Mash
	Year 2		
	<i>Term 1</i>	<i>Term 2</i>	<i>Term 3</i>
Supported by Cornerstones	Remarkable Recipes	Beach Hut	Push and Pull
	Year 3		
	<i>Term 1</i>	<i>Term 2</i>	<i>Term 3</i>

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Supported by Cornerstones	Cook Well, Eat Well	Making it Move	Greenhouse
	Year 4		
	<i>Term 1</i>	<i>Term 2</i>	<i>Term 3</i>
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
	Enrichment Activities		
	Term 1	Term 2	Term 3
	DT Day		

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.