|  |
| --- |
| **Design Technology****EYFS** |
| **Term 1****Cooking and Nutrition: Vegetable Soup**  |
| Vocabulary | Knowledge | Objectives |
| * seeds
* roots
* leaves
* stem
* plant
* flower
* blender
 | • To know that soup is ingredients (usually vegetables and liquid) blended together.• To know that vegetables are grown.• To recognise and name some common vegetables.• To know that different vegetables taste different. • To know that eating vegetables is good for us. • To discuss why different packages might be used for different foods. |  1. To explore fruit and vegetables and the differences between them. 2. To explore a pumpkin and describe it using the 5 senses. 3. To design a fruit and vegetable soup recipe. 4. To learn how to use a knife properly. 5. To safely use tools to prepare ingredients. 6. To design food packaging.  |
| **Term 1****Structures: Junk Modelling**  |
| Vocabulary | Knowledge | Objectives |
| * join
* stick
* cut
* slot
* temporary
* permanent
 | • To know there are a range to different materials that can be used to make a model and that they are all slightly different. • Making simple suggestions to fix their junk model. | 1. To explore and investigate the tools and materials in the junk modelling area. 2. To investigate cutting different materials. 3. To learn how to plan and select the correct resources to make a model. 4. To verbally plan and create a junk model. 5. To share a finished model and talk about the processes. 6. To explore different ways to temporarily join materials together. |
| **Term 3****Textiles: Bookmarks**  |
| Vocabulary | Knowledge | Objectives |
| * thread
* weave
* pattern
* sew
* sewing needle
* embroider
 | • To know that a design is a way of planning our idea before we start. • To know that threading is putting one material through an object. | 1. To develop threading and weaving skills. 2. To practise and apply weaving skills to a specific material. 3. To practise and apply weaving skills to a specific material.4. To use threading and sewing to design a product. 5. To create a textiles product following their design. 6. To reflect with children how they achieved their aims.  |