

# EYFS – Expressive Arts and Design

\*DT occurs throughout everyday continuous provision

**EYFS**

**A**

The Tiger Who Came to Tea  
Habitats

London  
London scene – junk modelling

Fossil Finders  
Dinosaur habitats

Farm to Fork  
Cooking bread/cafe

Lighthouse Keeper's Lunch  
Lighthouse – junk modelling

Mini-Beasts  
Beehives and bug hotels

**B**

People Who Helps Us  
Job roles – junk modelling

Once Upon a Time

Lost and Found  
Boats to float

Handa's Surprise  
Cooking

Space  
Rockets – junk modelling

Super Sports

**KS1**

Our Locality  
Textiles: Football kit for a bear  
A1

I'm Alive  
Fruit and Vegetables: Non-Cooked: Fruit Salad  
3D Structures: Bug Hotel  
A3

Tremendous Transport  
Moving Structures: Creating an axle for a car  
B1

Time Travellers  
3D Structures: Creating a Tudor house  
B2

# D&T Curriculum Roadmap

2 year rolling plan

**LKS2**

Ancient Egyptians  
3D Structures: Egyptian houses  
Food Cooked: Bread  
B2

Awesome Earth  
3D Structures: Water deference for Tsunami  
B1

Stone Age to Iron Age  
3D Structures: Constructing a Stone Age village  
A3

Brilliant Bodies / The Shoemaker  
Textiles: Making a shoe  
A2

Romans  
3D Structures: Creating a Roman shield  
A1

Food, Glorious Food!  
Fruit and Vegetables, Sweet, Cooked and Non-Cooked: Creating a healthy Indian inspired meal  
B3

**UKS2**

Sensory Café  
Food Cooked, Non-Cooked, Fruit and Vegetables: Growing a garden and cooking  
Moving Structures: telescope and magnet game  
Electrical Components  
B3

Invaders and Settlers  
Floating Structures: Making a Viking Long ship  
Water Week: Houses  
A1

Space  
Moving Structures: Making a moon buggy/Mars Rover  
A2

Ancient Greeks  
Digital Control and Moving Structures: Cam toys – levers and pulleys  
A3

WW2  
Electrical Components: Design and make a machine for communicating in code  
B1

The Global Challenge  
Food Cooked, Fruit and Vegetables: Savoury dishes  
B2

The Lovely Planet  
Moving Structures: Making a clock  
Textiles: Worry dolls  
B3

**KS3**

