

## Tanners Brook DT Provision Map 2024-25

Key Strands	Cooking and Nutrition	Structures	Textiles	Mechanisms/mechanical systems	Electrical Systems	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EY	Area of Learning – Expressive Arts and Design Development Matters Make imaginative and complex ‘small worlds’ with blocks and construction kits, such as a city with different buildings & a park. Explore different materials freely, to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures.		Area of Learning – Expressive Arts and Design Development Matters Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.		Area of Learning – Expressive Arts and Design Early Learning Goal: Creating with Materials 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. Early Learning Goal: Fine Motor Skills (Physical Development) - Use a range of small tools, including scissors, paint brushes to develop fine motor skills.	
1	Salad (face shaped)			Sewing- bookmarks with initials		Structures - tents
2		Moving vehicles	Sewing – puppets		Winding mechanisms	
3		Pneumatic moving monsters		Pizza making		Picture frames
4	Sewing - Purses		Torches		Pop up books	
5	Healthy Eating and Seasonal Produce		Land yachts		Micro:bit (computing link)	
6		Structures – bridges and towers				Sewing – toys for EY

**Note:** 25-26: Y4 Torches Spring 2, Year 3 pizza- Spring 1