



EYFS

Design and Technology
What can I make with the materials around me? (processes and change-senses)

Design and Technology
How can I wash my hands and keep myself healthy?

Design and Technology
Can I build a model that moves?

Science
What are everyday materials and how are they the same and different? (processes and change-senses)

Science
How do we and other things grow and change?

Science
What grows and lives near me? What is the weather doing?

Geography
Who am I and where am I in the world? (processes and change-senses)

Geography
Where do I live and how is it different to the seaside? (observation, seasonal change and natural processes)

Geography
What role do farms play in our communities? processes and change- manmade change

KS1

Design and Technology
Can I make a house that would withstand the puffs of the Big Bad Wolf?

Science
How does the weather and world around me change everyday?

Science
How does knowing the properties of materials help me keep dry in the rain and help us make shelters?

Geography
Where is my school and what is its place in the community? (observation, seasonal change and natural processes)

Design and Technology
Can I make a moving picture using levers and sliders?

Science
How can we group animals?

Science
What are the names of my body parts and how do our senses help us?

Geography
How has my local area changed through time?

Design and Technology
Can I follow hygiene rules to make a healthy and nutritious sandwich?

Science
What is a plant?

Geography
What has the weather got to do with climate change?

Design and Technology
Can I use stitches and techniques to make toys and puppets? (materials, processes and change)

Science
Which different microhabitats might there be on the pit mound?

Geography
How can we use maps to learn about changes to the settlement we live in? (Yr2)

Geography, Science and D&T Linked Roadmap (2024-25)

The units for science, geography and design and technology overlap regarding related content, themes, ideas or concepts. For example through observation of the season, the earth's processes, materials and the concept of processes and change

- Key **geographical** concepts embedded and repeated throughout the curriculum are:
- Fieldwork (map skills- these are progressive)
 - Settlement and place (location)
 - Trade and connections
 - Scale and space
 - Processes and change
 - Environment and environmental impact
 - Cultural awareness and diversity
- See MTPs

- Key **scientific** concepts embedded and repeated throughout the curriculum are:
- Processes and change

Working scientifically is broken into the following framework of conceptual knowledge and these are progressive across school (see MTPs:

- Key **Design and Technology** Concepts are:
- Processes and change

