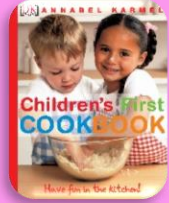
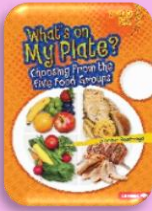
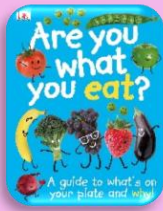




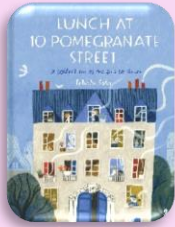
Design & Technology Long Term Plan

<u>D&T</u>	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
Nursery	<u>End points</u> - To begin to construct vertically and horizontally to create enclosures and make spaces. - To be able to explore different materials freely to develop ideas about how to use them and what to make. - To confidently select and use tools for a purpose.					
	<u>Suggested Themes:</u> - Autumn - Seasons - Harvest - Rosh Hashannah - Myself - All about me - National poetry day - Emotions - St Luke's Day	<u>Suggested Themes:</u> - Bonfire night - Diwali - Christmas - Weather - Woodland – animals, nature and habitats - Christmas - Remembrance day - Anti-bullying week - World Nursery rhyme week - Children in Need	<u>Suggested Themes:</u> - Spring - Easter - New life (planting and animals) - Weather - Chinese new year - E-safety day - World book day - Valentine's Day	<u>Suggested Themes:</u> - Minibeasts (habitats) - Easter - Queen's Jubilee - Mother's Day	<u>Suggested Themes:</u> - Summer - Seasons - Holidays (seaside/ocean) - Eid	<u>Suggested Themes:</u> - New beginnings - Under the sea - Father's Day
Reception	<u>End points and Early Learning Goals</u> - To build upon their previous learning refining their ideas and developing ways to represent them. - To work collaboratively sharing ideas, resources and skills. - To confidently select tools and techniques needed to shape, assemble and join materials. - To safely and competently use tools and resources. - To construct with a purpose in mind using a variety of resources <u>ELG Creating with materials</u> - 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.					
	<u>Suggested Themes:</u> - Autumn - Seasons - Harvest - Rosh Hashannah - Myself - All about me - National poetry day - Emotions - St Luke's Day	<u>Suggested Themes:</u> - Bonfire night - Diwali - Christmas - Weather - Woodland – animals, nature and habitats - Christmas - Remembrance day - Anti-bullying week	<u>Suggested Themes:</u> - Spring - Easter - New life (planting and animals) - Weather - Chinese new year - E-safety day - World book day - Valentine's Day	<u>Suggested Themes:</u> - Minibeasts (habitats) - Easter - Queen's Jubilee - Mother's Day	<u>Suggested Themes:</u> - Summer - Seasons - Holidays (seaside/ocean) - Eid	<u>Suggested Themes:</u> - New beginnings - Under the sea - Father's Day

Design & Technology Long Term Plan

		- World Nursery rhyme week - Children in Need				
	<u>Subject content Key stage 1</u> <i>Pupils should be taught:</i> Design - Design purposeful, functional, appealing products for themselves and other users based on design criteria - Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology Make - Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] - Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Evaluate - Explore and evaluate a range of existing products - Evaluate their ideas and products against design criteria Technical knowledge - Build structures, exploring how they can be made stronger, stiffer and more stable - Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products					
	<u>Unit 1</u>	<u>Unit 2</u>		<u>Unit 3</u>		
Year 1	<u>Textiles: Templates and joining sides</u> I can design a decoration which is attractive and purposeful and meets my design criteria.	<u>Resistant materials: Wheel and axels</u> I can design and make a model of a moving vehicle.		<u>Food: A healthy smoothie</u> I can design and safely make a nutritious smoothie using a range of ingredients. 		
Year 2	<u>Mechanisms: Sliders and levers</u> I can design and make an appealing celebratory card which has an effective mechanism.	<u>Food: A delicious nutritional snack</u> I can design and safely make a nutritious snack using a range of ingredients.   		<u>Construction: Free standing structures</u> I can design and make a model of a habitat for a small animal which is stable and strong.		

Design & Technology Long Term Plan

	<u>Subject content Key stage 2:</u> <i>Pupils should be taught:</i> Design • Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups • Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design Make • Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately • Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities Evaluate • Investigate and analyse a range of existing products • Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work • Understand how key events and individuals in design and technology have helped shape the world Technical knowledge • Apply their understanding of how to strengthen, stiffen and reinforce more complex Structures • Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] • Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] • Apply their understanding of computing to program, monitor and control their products.		
Year 3	<u>Mechanisms: Flaps, levers and linkages</u> - I can design and construct an appealing child's non-fiction book, which uses a functional mechanism.	<u>Construction: Shell structures</u> - I can design and construct an herb planter using a range of materials and tools.	<u>Food: A healthy and varied diet</u> - I can design and safely make a nutritious, healthy snack using a range of ingredients.
Year 4	<u>Food: A healthy and varied diet</u> - I can design, safely prepare and evaluate a nutritious, healthy, hot meal using a range of ingredients.	<u>Textiles: 3D products</u> - I can design, make and evaluate a purposeful and functional pencil case using appropriate fabrics and tools.	<u>Mechanisms: Pneumatics</u> - I can design, construct and evaluate a moving animal using a range of materials and tools.
Year 5	<u>Food: Celebrating culture and seasonality</u> - I can design, safely prepare and evaluate a nutritious, savoury food item using a range of ingredients. 	<u>Electrical systems: Monitoring and control</u> - I can investigate, compare and evaluate features of some electrical toys against design criteria.	<u>Textiles: Using Computer Aided Design (CAD)</u> - I can design, make and evaluate a creative, innovative and functional swimming bag.
Year 6	<u>Mechanical systems : Pulleys or gears</u>	<u>Construction: Frame structures</u>	<u>Food: Celebrating culture and seasonality</u>

Design & Technology Long Term Plan

	- I can identify the features of a roller coaster and understand how to design make and evaluate a simple working model.	- I can design, construct and evaluate a structural frame designed to withstand weight.	- I can design, prepare and evaluate a delicious, British dessert.
--	--	---	--