

Design and Technology LTP

EYFS	Unit 1 10 weeks	Unit 2 8 weeks	Unit 3 8 weeks	Unit 4 8 weeks
Nursery	What makes me, me! 1. To create a representation of themselves (Link to Arcimboldi) 2. To create a self-portrait using food. (pasta, fruit, etc) 3. To create a 3d house using junk modelling	People who help us 1. To create an emergency vehicle. 2. To decorate an emergency vehicle.	Traditional Tales 1. To design a traditional tale puppet using paper or card. 2. To create an x-ray body using art straws.	Over the land and under the sea 1. To make a new type of sea creature 2. To design a fruit salad. To taste and explore the different fruits from across the world and evaluate.
Reception	Me and where I belong 1. To design a fabric face. To think of ideas, discuss them and then create a design. 2. To construct a fabric face. 3. To create a photo frame for their fabric face.	Journeys through storylands 1. To create a form of air transport to travel through the storylands. 2. To create a form of sea transport to travel through the storylands.	Traditional Tales 1. To make and decorate gingerbread biscuits 2. To build a new bridge for the Billy Goats Gruff	The Earth 1. To create a sea monster using Modroc (small groups if needed) 2. To create a paper mache planet

Each topic in EYFS has 3 planned art and design and DT activities in Topic 1 (10 weeks) and 2 planned art and design and DT activities in Topics 2,3 and 4 (8 weeks), which teachers can choose when to complete depending on their own timetables, classes, etc

Design and Technology LTP

Year 1					
	Food: Fruit and Vegetable Smoothie Children learn how to identify fruits and vegetables and then design and make a smoothie 5 Weeks (using Computer aided design to design a smoothie carton)	Mechanisms: Wheels and Axles Pupils experiment with mechanisms and troubleshoot why some wheels don't rotate, before designing and building a moving vehicle 5 weeks	Mechanisms: Moving Story Books Children explore levers and sliders to make a moving story book 5 Weeks	Structures: Windmills Through the theme of windmills, pupils design and create their own structure and functioning windmill 1 Day	Textiles: Puppets Children learn the different ways they can join fabrics together through the creation of a puppet 1 Day
Year 2					
	Mechanisms: Ferris Wheel Pupils explore existing mechanisms in order to design, test and make their own big wheel style ride 5 weeks (ICT- produce a class inspiration board from research)	Food: A Balanced Diet Pupils explore what makes a balanced diet and taste test combinations of different food groups before designing and making a wraps 5 weeks	Textiles: Pouches Children design and make their own wallet or purse, learning to use running stitch to join two pieces of fabric together 5 weeks	Structures: Baby Bear's Chair Pupils experiment with different shapes and manipulate materials to explore and evaluate a range of structural properties. They apply this knowledge to their own design, make and test task 1 day	Mechanisms: Moving Monsters Pupils analyse existing levers and linkage systems to identify components that they can use to plan, design and develop a mechanical monster 1 day
Year 3					
	Mechanisms: Pneumatic Systems Pupils examine pneumatic systems using syringes and balloons then apply their understanding of	Textiles: Cushions Pupils learn to sew cross stitch and appliqué and then apply this to the design and creation of a cushion	Food: Eating Seasonally Pupils learn about seasonality and how the climate a food is grown in can alter the way it tastes	Structures: Castles Pupils learn more advanced construction techniques and plan for complex arrangements of structures with continual	Electrical Systems: Static Electricity Pupils are introduced to static electricity and observe the effects of it on different objects

Design and Technology LTP

	mechanical systems to create their own pneumatic toys 5 Weeks	5 Weeks	and make a crumble and tart using seasonal ingredients 5 Weeks	emphasis on evaluating throughout 1 Day (Net creation using Computer Aided Design)	before designing and making a simple game which uses static electricity 1 Day
Year 4					
	Food: Adapting a Recipe Pupils adapt a recipe by adding or altering the ingredients and then work in groups to create a final design that falls within a set budget and design brief 5 weeks (CAD for biscuit packet net)	Mechanisms: Slingshot Cars Pupils use kinetic energy to power slingshot cars, designing and making their own and then testing their effectiveness in time trials 5 Weeks	Textiles: Fastenings Pupils research different types of fabric fastenings before deciding which they want to use in their design for a book sleeve 5 Weeks	Electrical Systems: Torches Pupils are introduced to electricity and electrical safety before making a simple electric circuit to create a functioning torch 1 Day	Structures: Pavilions In an introduction to pavilion architecture, pupils experiment with frame structures before designing their own landscape and pavilion, using a wider range of materials and construction techniques 1 Day
Year 5					
	Textiles: Stuffed Toys Pupils learn blanket stitch and then design and make 3D stuffed toys Computer aided design and cricut machine 5 Weeks (Computer aided design to create pattern to be cut on cricut machine)	Electrical Systems: Electric Greetings Cards Pupils explore electric circuits and apply this knowledge to design and make their own electric greetings cards 1 Day	Food: What Could Be Healthier? Pupils adapt a bolognese recipe by adding or altering ingredients and learn about the ethical and hygienic issues of food 5 Weeks	Structures: Bridges Pupils explore and experiment with a range of different bridge structures, forces and components involved in bridge building, before designing and making their own to test to destruction 5 Weeks	Mechanisms: Pop-Up Books Pupils use a range of mechanisms and construction techniques to create a pop up story book for younger children 1 Day
Year 6					

Design and Technology LTP

	Mechanisms: Automata Toys Pupils develop their woodworking skills and explore cams to design and make mechanical window displays 5 Weeks	Textiles: Waistcoats After drawing a design in accordance with their own criteria, pupils learn how to measure, cut and assemble fabric to create a waistcoat 5 weeks	Structures: Playgrounds Pupils have the opportunity to be creative and experiment with a wide range of materials and equipment, applying prior knowledge of net and frame structures as well as bracing and cladding to design and make a playground 1 day	Food: Come Dine With Me Working in groups, children research and prepare a three course meal that will be taste tested and scored as well as researching the journey of their main ingredient ,from 'farm to fork' 4 weeks	Electrical Systems: Steady Hand Games Pupils create electromagnetic toys and more complex electronic circuits to create a steady hand game 4 weeks BBC Micro bit (Skills fromYear 5 programming in ICT lessons)
--	---	--	---	---	--