



## Curriculum Long Term Plan Design Technology

	Autumn	Spring	Summer
F1	Make instruments for firework concert	Cookery - Easter nests	People who help us – emergency vehicles
F2	Gingerbread Man – baking gingerbread	Spring Plants & cookery – Rhubarb compote	Building space vehicles/rockets - structures
Y1		<b>Preparing Fruit And Vegetables</b> Design and make healthy savoury snacks for a Christmas Party	<b>Mechanisms - Sliders And Levers</b> Design, make and evaluate an Easter card using a slider or lever
Y2		<b>Preparing Fruit And Vegetables</b> Design, make and evaluate a fruit based dish	<b>Mechanisms - Wheels And Axles</b> Design, make and evaluate a vehicle
Y3		<b>Mechanical Systems – Levers And Linkages</b> Design, make and evaluate a Christmas card using levers and linkages	<b>Structures - Shell Structures Using Computer-Aided Design</b> Use CAD to design and make an Easter gift box
Y4		<b>Mechanical Systems – Pneumatics</b> Investigate objects that use hydraulics and pneumatics	<b>Textiles - 2-D Shape To 3-D Product</b> Design, make and evaluate a holder/purse/wallet for a friend or family member
Y5		<b>Electrical Systems - Simple Circuits And Switches</b> Design, make and evaluate a torch	<b>Food - Healthy And Varied Diet</b> Design, make and evaluate a yeast based snack to sell at Sports Day. Cooking methods: baking, roasting.
Y6		<b>Structures - Frame Structures</b> Design, make and evaluate a product for a specific user and purpose. Shell structures. Focus on strengthening the structure	<b>Mechanical Systems – Cams</b> Design, make and evaluate a toy that uses cams for the children in nursery class
		<b>Mechanical Systems - Pulleys Or Gears</b> Design, make and evaluate a fairground ride or vehicle incorporating gears or pulleys for children in reception class	<b>Textiles – Combining different fabric shapes</b> Design, make and evaluate a product from textiles with a specific purpose and audience in mind. Investigate a range of stitches, fabrics and fasteners
			<b>Food - Celebrating Culture And Seasonality</b> Investigate shop bought soup Design, make and evaluate own 'soup'. Cooking methods: poach, simmer, boil, steam, stew
			<b>Textiles - Using Computer-Aided Design In Textiles</b> Design, make and evaluate a product you can wear using CAD.