

Long Term Curriculum Plan Overview –Design Technology

Class 2- A	Cooking and Nutrition – basic principles of a healthy diet – where food comes from. Follow instructions, recipe. To master practical skills.	Design purposeful, functional appealing products. Owl finger puppets Xmas crafts – shoe box nativity scene with plan. Materials – cut materials safely, joining. ELG CwM Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function;	Make – select a range of tools and equipment. Design, evaluate and improve Papier-mâché penguins – Making inventions – Fly Freddie Fly Large Scale Role- Play church	Fruit Salad- Cut, peel ingredients safely and hygienically Handa's Surprise – collage baskets. Shape textiles using templates - Animal felt puppets – join textiles using running stitch.	Materials – Demonstrate a range of joining techniques, colour and decorate textiles -Large Scale Noah's Ark – animal masks Rain makers. ELG CwM Make use of props and materials when role playing characters in narratives and stories.	Shape textiles using templates – join textiles using running stitch. Felt sea creatures. ELG CwM Share their creations, explaining the process they have used;
Class 3-A	Mechanisms To explore a range of pop up books To produce picture with mechanisms, relate to Rainforest possibly food chains To build structures, exploring how they can be made stronger, stiffer and more stable	Mechanisms To research Christmas Card design To create own Christmas Card that is functional and appealing Discuss prototypes and use of cheaper materials to test if it would work	Structures K'Nex/Lego Stem Workshop To build structures, exploring how they can be made stronger, stiffer and more stable To understand where food comes from (chocolate) related to Mayans		Structures To develop what they have learned from Stem workshop to create own Tudor houses, choosing appropriate materials To evaluate their ideas and products against design criteria in their products.	Cooking & Nutrition To understand where food comes from and their seasonality around the world Taste food and make from recipes around the world (Asda Food Workshop)
Class 4 -A	Looking at shelters Design and make an Anderson Shelter.	Exploring rationing during WW2 and the	Use Wallace and Grommit and Heath		Purses/Pouches with a focus on making a Viking pouch. Look at	Textiles Design purposeful, functioning &

		effect on household meals. To prepare and cook a WW2 savoury or sweet dish.	Robinson Inventions to inspire designs Understand and use mechanical systems in their products. To create innovative designs inspired from design from history. To use research to help generate, develop and model their ideas through discussion and annotated sketches. To make products with continual refinements. Evaluate their products and consider how to improve them		the use of materials, fastenings and decorations using embroidery techniques. To create innovative designs inspired from design from history. To use research to help generate, develop and model their ideas through discussion and annotated sketches. To make products with continual refinements. To evaluate their product and consider how to improve it.	appealing product based on a design criteria - develop skills of weaving or felting using river colours.
Class 2 -B	Design products that have a clear purpose Design, plan and make their own Island	To master practical skills – create products using levers, wheels and winding machines – linked to flying machines	Materials – to cut materials safely using tools provided. Story sacks, puppets witches’ cottage –link to Jolly Postman book. ELG EA&D Make use of props and materials when role playing characters in narratives and stories.	Textiles – Shape textiles using templates - Bolster wood magic beds, rockets – junk models – link to shape Hot air balloons - Papier Mache	Bayeux tapestry and shields – Make products, refining the design as work progresses. Large scale castle in outdoor area – plan, make and evaluate. Build structures, exploring how they can be made stronger, stiffer, and more stable.	Linked to Art – collage of Matisse snail – cut materials safely using tools provided. Evaluate their products against criteria.

Class 3 -B		Designing & Making Christmas technology Cards & decorations Making To look at Kazoo design and relate to science knowledge, then create own altering to change pitch To create own Christmas Card that is functional and appealing	3D Greek Urns To evaluate ready made urns and learn what could make theirs better To apply their understanding of how to strengthen, stiffen and reinforce	Evaluating To evaluate their ideas and products against their own design criteria and consider the views of others to improve their work Structures & Materials To study boat design To create own boat choosing own materials, prototypes, evaluating		Structures To create strong stable pyramids for Art work
Class 4 – B	Clay pots To create innovative designs inspired from design from history. To use research to help generate, develop and model their ideas through discussion and annotated sketches. To make products with continual refinements. To evaluate their product and consider how to improve it.	Explore towers around the world with a focus on the Eiffel Tower. Look at design features and use of shapes to make structures strong. Design a tower to hold a given weight, to construct tower using construction straws, test tower strength and evaluate.		To research shadufs and other contraptions for moving water. To design and make their own shaduf; choosing materials and tools appropriately. the shaduf used by the Ancient Egyptians. Understand and use mechanical systems in their products. To create innovative designs inspired from design from history. To use research to help generate, develop and model their ideas through	Making Sandwiches - Research, make and evaluate	To research water wheels and their significance in the area. To make a water wheel Understand and use mechanical systems in their products. To create innovative designs inspired from design from history. To use research to help generate, develop and model their ideas through discussion and annotated sketches. To make products with continual refinements.

				discussion and annotated sketches. To make products with continual refinements. Evaluate their products and consider how to improve them		Evaluate their products and consider how to improve them
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