

LONG TERM PLAN DESIGN AND TECHNOLOGY

DT	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Yr 1		Aspect: Structures - Free standing structures Design, make and evaluate a <u>Model of a new building in Saffron Walden</u> (product) for <u>developers in the town</u> (user) to make Saffron Walden a better place to live (purpose).	Aspect: Mechanisms, sliders and levers Design, make and evaluate an <u>interactive storyboard</u> (product) for <u>Saffron Walden library</u> (user) for <u>pleasure</u> (purpose).			Aspect: Food – preparing fruit and vegetables Design, make and evaluate a <u>fruit salad</u> (product) for <u>themselves</u> (user) for <u>healthy snack</u> (purpose).
Yr 2		Aspect: Textiles – templates and joining techniques Design, make and evaluate a <u>hand puppet</u> (product) for <u>themselves</u> (user) for <u>storytelling and imaginative play</u> (purpose).	Aspect: Mechanisms, wheels and axels. Design, make and evaluate a <u>toy vehicle</u> (product) for <u>themselves/reception aged children</u> (user) for <u>imaginative play</u> (purpose).			Aspect: Food – preparing fruit and vegetables Design, make and evaluate a <u>Vegetable kebabs (BBQ)</u> (product) for <u>themselves</u> (user) for <u>end of year celebration</u> (purpose).
Yr 3			Aspect: Structures – shell structures Design, make and evaluate a <u>Chocolate box</u> (product) for a <u>family member</u> (user) for <u>packaging</u> (purpose).		Aspect: Mechanisms - Pneumatics Design, make and evaluate a <u>Moving toy</u> (product) for a <u>child to play with</u> (user) for <u>pleasure</u> (purpose).	Aspect: Food Healthy and varied diet Design, make and evaluate a <u>bread snack</u> (product) for <u>themselves</u> (user) for <u>end of year celebrations/picnic</u> (purpose).
Yr 4	Aspect: Textiles - 2D shape to 3D product Design, make and evaluate a <u>Egyptian bag</u> (product) for <u>themselves</u> (user) for <u>carry things</u> (purpose).		Aspect: Food – Healthy varied diet Design, make and evaluate a <u>pasty</u> (product) for <u>their grandparents</u> (user) for <u>healthy living</u> (purpose).			Aspect: Electrical systems – switches and circuit (STEM project, linked to Science) Design, make and evaluate a <u>Light up toy</u> (product) for <u>older children</u> (user) for <u>pleasure</u> (purpose).
Yr 5		Aspect: Food Celebrating culture and seasonality Design, make and evaluate a <u>Savoury muffin</u> (product) for <u>children</u> (user) to <u>give them energy</u> (purpose).		Aspect: Textiles Combining different fabric shapes Design, make and evaluate a <u>cushion</u> (product) for a <u>family member</u> (user) for <u>comfort</u> (purpose).	Aspect: Electrical systems Monitoring and control Design, make and evaluate a <u>fairground attraction</u> (product) for <u>families at the summer fayre</u> (user) for <u>entertainment</u> (purpose).	
Yr 6		Aspect: Mechanical systems - Pulleys or gears Design, make and evaluate a <u>Space vehicle</u> (product) for <u>teacher and pupils</u> (user) for <u>teaching and learning</u> (purpose).		Aspect: Structures – frame structures Design, make and evaluate a <u>Storm shelter</u> (product) for <u>to keep an egg safe</u> (user) for <u>game play</u> (purpose).		Aspect: Food Celebrating culture and seasonality Design, make and evaluate a <u>Bread product (pizza product)</u> (product) for <u>themselves</u> (user) for a <u>celebration</u> (purpose).

This grid shows when elements of D&T are taught across the school alongside the task.

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DT	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Yr 1		Aspect: Structures - Free standing structures Design, make and evaluate a Model of a new building in Saffron Walden (product) for developers in the town(user) to make Saffron Walden a better place to live (purpose).	Aspect: Mechanisms, sliders and levers Exploded diagrams – lever, split pin and picture. CAD – character for storyboard			Aspect: Food – preparing fruit and vegetables Chopping soft fruit
Yr 2		Aspect: Textiles – templates and joining techniques	Aspect: Mechanisms, wheels and axels. Cross Section of a toy vehicle. CAD – number plate for vehicle			Aspect: Food – preparing fruit and vegetables Chopping vegetables
Yr 3			Aspect: Structures – shell structures CAD – graphics on gift boxes		Aspect: Mechanisms - Pneumatics Cross-Section diagram	Aspect: Food Healthy and varied diet Chopping salad vegetables Grating Peeling Weighing
Yr 4	Aspect: Textiles - 2D shape to 3D product		Aspect: Food – Healthy and varied diet Chopping hard vegetables Rolling Baking Peeling Grating			Aspect: Electrical systems – switches and circuit (STEM project, linked to Science) CAD – features of a robot (eyes lights) Exploded diagram
Yr 5		Aspect: Food Celebrating culture and seasonality Blending Chopping, slicing, dicing Herb prep Cooking – hob (boiling) Seasoning		Aspect: Textiles Combining different fabric shapes CAD – applique pattern	Aspect: Electrical systems Monitoring and control CAD – Label and crumble Circuit diagram	
Yr 6		Aspect: Mechanical systems - Pulleys or gears Exploded diagram		Aspect: Structures – frame structures Cross-section diagram		Aspect: Food Celebrating culture and seasonality Baking Kneading Proving Rolling Topping choices

DT in EYFS

This grid shows when elements of D&T are taught across the school alongside the task.

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Whilst DT isn't taught as a discrete subject, all aspects within DT are taught across the year with specific foci including a 6-week cooking unit, a scissor spotlight, use of tools and fixing skills. Learning is evidenced in the floor books.

This grid shows when elements of D&T are taught across the school alongside the task.