

DT Long Term Plan

	Term 1	Term 2	Term 3	Other coverage
F 1 F 2	Once Upon a Time - Making a puppet - Textiles – creating with materials. Marvellous Machines - - Create a new machine - Mechanisms - Creating with materials Puppets and Pop ups - - Make a puppet	Dangerous Dinosaurs - ICT/split pin dinosaur. - Mechanisms – creating with materials. Long Ago - Dolly pegs: an old fashioned toy Ready, Steady, Grow - Fruit salad - Food and Farming	Sunshine and Sunflowers - Plan a picnic. - Cookery – snacks in the sun Creep, Crawl, Wriggle - Using clay to make a mini-beast - Structures – Creating with materials	
Y 1	 Shade and Shelter (6hrs) Design and create a play den. Investigating existing products; Designing and making shelters and dens; Prototypes; Safety rules; Materials 	Taxi! (7hrs) - Design and create a London taxi - Mechanisms – wheels, axles and chassis	 Chop, Slice, Mash (5hrs) Design and make a supermarket sandwich. Sources of food; Food preparation techniques; Hygiene rules; Designing and making salads and sandwiches 	Textiles covered through Art: Funny Faces; cutting and joining fabrics, running stitch.
Y 2	 Remarkable Recipes (6hrs) Design and make a new school meal Sources of food; Kitchen tools; Reading recipes; Hygiene rules; Making a school meal 	 Beach Hut (7-8hrs) Design and make a beach hut. Structures: strengthening and joining 	 Cut, Stitch and Join (9hrs) Designing and making a bag tag Everyday fabric products; Significant designer – Cath Kidston; Sewing patterns; Running stitch; Adding embellishments; 	

Y 3	Cook Well, Eat Well (6hrs) Making taco fillings Food groups; Eatwell guide; Methods of cooking; Cooking appliances; Hygiene rules; 	Making It Move (7-8hrs) Design and make an automaton toy Cam mechanisms; Designing and making automaton toys; Cutting, joining, strengthening and finishing 	 Push and Pull (8hrs) Designing and making greetings cards with moving parts Machines and mechanisms; Sliders, levers and linkages; Greenhouse (9hrs) Make a mini greenhouse Features of greenhouses; Significant designers – Sir Joseph Paxton and Sir Nicholas Grimshaw; Strengthening techniques; Using tools and safety 	Textiles covered through Art: Beautiful Botanicals; a loom, weaving, cutting and joining wools.
Y 4	 Fresh Food, Good Food (8hrs) Designing, making and packaging healthy snacks Food preservation techniques; Exploring food packaging; Prototypes; 	 Functional Fancy Fabrics (11hrs) Designing and making patterned and embellished fabric Fabrics; Design features; Significant designer – William Morris; Stitching a hem; Embellishment; 	 rules; Properties of materials; Constructing strong frameworks Tomb Builders (7hrs) Designing a machine Simple and compound machines, simple machines, including wheels, axles, inclined planes, pulleys and levers, exploring how they helped ancient builders to lift and move heavy loads. 	Structures covered in Fresh Food, Good Food; strengthening, stiffening and reinforcing paper/ card.
Y 5	 Moving Mechanisms (7hrs) Building pneumatic machine prototypes Pneumatic systems; Joining and finishing; Iterative design process; 	 Eat the Seasons (6-7hrs) Designing and making a healthy seasonal soup Cooking; Nutrition 	 Engineer (7hrs) Designing and building a bridge. Significant engineers and bridges; Features of bridges; Strengthening techniques; Iterative design; Building prototypes 	Textiles covered through Art: Mixed Meda; collage, fabric, ink.
Y 6	 Food for Life (7-8hrs) Designing and making healthy meals Whole foods; Processed foods; Making healthy meals; Hygiene and safety 	 Playgrounds (Kapow) (7hrs) Designing and building a model playground Using finishing techniques, such as cladding, to give the playground a professional finish. 	 Make Do and Mend (9hrs) Making new products from recycled materials Investigating clothing; Sewing – running stitch, whip stitch and blanket stitch; Repairing clothes; 	Mechanisms covered through Science; circuits, switches etc. with the option of covering pneumonics in computing.

Cookery Textiles Structures Mechanisms