

Design Technology Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery		Stick puppets	Den building for a bear		Animal masks	
Nursery Cycle B			Junk modelling – under the sea creatures		Making cars and vehicles with loose parts	
Reception		Diva lamps - clay		Scrapstore – Pirates junk modelling		Baking bread
Year 1		Make a moving picture of an animal using a lever and slider.	Make a sandwich for the Royals to eat during an afternoon tea.			Make a basket for Handa. (Handa's Surprise)
Year 2		Create a toy using wheels and axels (a toy to be delivered by Father Christmas.		Sew a hand puppet to tell a story written in English lessons.		Food using produce from Africa – smoothies
Year 3		Create a bridge that supports a 1kg weight. (Architects/designers) (Human features)	Make a stone age bread.		Sew a logo to represent themselves.	
Year 4		Create a free standing, light up map frame.		Sewing a satchel	Create WWII biscuits using rations.	
Year 5		Use knowledge of pulleys to complete				



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		'Practical Action' challenge.		Design and make a sea scene using a moving CAMS.		Bake Venezuelan Arepas and make fillings.
Year 6		Design and make a birdhouse with an electrical element (to be used in the school garden).		Make a programable, computer-controlled moving vehicle using Lego Technics.	Prepare and cook a Greek Moussaka	