



The Best That You Can Be

Devonshire Primary Academy

Design Technology Long Term Plan



Year 1			
Week	Autumn	Spring	Summer
SMSC FBV	<p>Reflect on ways in which products and inventions can improve the quality of life.</p> <p>Make healthy choices when designing a menu.</p> <p>Understand the importance of rules when using equipment.</p>	<p>Work collaboratively on a task.</p> <p>Listen to the views of others when evaluating work.</p>	<p>Develop their own ideas and share these with others.</p> <p>Select the tools and methods they feel are suitable and say why.</p>
1	1.1 What is DT? P31	1.6 lever mechanisms POP task P99/100	1.7 Wheel and axle mechanisms: design inspiration POP task P 120/121
2	1.2 Structures. POP task P35/35	1.6 lever mechanisms: finger fluency POP task P 101/102	1.7 Wheel and axle mechanisms: think POP task P 122-124
3	1.2 Structures: stability 1/2. POP task P 37-39	1.6 Lever mechanisms: design inspiration POP task P103/104	1.7 Wheel and axle mechanisms: think POP task P 125/126
4	1.2 Structures: strength POP task P40/41	1.7 Wheel and axle mechanisms P 115/116 POP task	1.7 Wheel and axle mechanisms: guided design POP task P 127-130
5	1.3 Frame structures POP task P43/44	1.7 Wheel and axle mechanisms: attaching P 117/119	1.7 Wheel and axle mechanisms: design challenge POP task P131
6	Food fruit salad- where does our food come from?		



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<u>Year 2</u>			
Week	Autumn	Spring	Summer
SMSC FBV	<p>Reflect on ways in which products and inventions can improve the quality of life.</p> <p>Share and choose appropriate ideas.</p> <p>Respond to the work of others to evaluate their own and other's work.</p>	<p>Develop their own ideas and share these with others.</p> <p>Select the tools and methods they feel are suitable and say why.</p>	<p>Make healthy choices when designing a menu.</p> <p>Understand the importance of rules when using equipment.</p>
1	1.1 What is DT? POP task P32-34	1.3 Frame structure: design challenge POP task P58	1.9 Couscous dish POP task P149/150
2	1.3 Frame structures: finger fluency POP task P45/46	1.6 Lever mechanisms: guided design-think POP task P105-107	Food preparation 1 and 2 POP task P135-137
3	1.3 Frame structures: design inspiration POP task P47/48	1.6 Lever mechanisms: guided design-think – silver POP task P108/109	1.9 Couscous dish –think POP task P151-153
4	1.3 Frame structures: guided design – think POP task P49-51	1.6 Lever mechanisms: guided design- make. P110	1.9 Couscous dish: Guided design- think POP task P154-155
5	1.3 Frame structures: guided design - think POP task P52/53	1.6 Lever mechanisms: guided design- break, rethink. P111/113	1.9 Couscous dish: Guided design- make, break, re-make POP task P158-159
6	1.3 Frame structures: guided design – make POP task P54-57	1.6 Lever mechanisms: design challenge POP task P114	1.9 Couscous dish: design challenge P 160
7			Things to remember: sources p161/162 POP task



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Design Technology Long Term Plan



<u>Year 3</u>			
Week	Autumn	Spring	Summer
SMSC FBV	Reflect on ways in which products and inventions can improve the quality of their life and the lives of other. Select the tools and methods they feel are suitable and say why.	Develop their own ideas and interests in design work. Listen to the views of others when evaluating work or products.	Work collaboratively on a task. Make healthy choices when designing a menu. Understand the importance of rules when using equipment.
1	2.1 What is design and technology? POP task P169-172	2.4 Linked levers: Create a design diagram. P218-219	Things to remember: a balanced diet POP task P305-306
2	2.4 Linked levers POP task P209-210	2.4 Linked levers: design challenge POP task P224	2.8 Vegetable soup: design inspiration POP task P277-278
3	2.4 Linked levers: finger fluency POP task P211-212	2.4 Linked levers: design challenge POP task P224	2.8 Vegetable soup: Food preparation 1/2: finger fluency POP task P279-281
4	2.4 Linked levers: design inspiration POP task P213-214	2.7 Shell structures POP task P259-260	2.8 Vegetable soup: guided design-think POP task P282-284
5	2.4 Linked levers: Create a mood board. P215-217	2.7 Shell structures: using CAD POP task P263-264	2.8 Vegetable soup: guided design-think POP task P285-286
6	2.4 Linked levers: Create a product outline. P215-217		2.8 Vegetable soup: design challenge P291



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Design Technology Long Term Plan



<u>Year 4</u>			
Week	Autumn	Spring	Summer
SMSC FBV	<p>Reflect on ways in which products and inventions can improve the quality of their life and the lives of other.</p> <p>Develop a sense of curiosity through disassembly/deconstruction of products.</p>	<p>Listen to other people's ideas and respect their point of view.</p> <p>Work collaboratively on a task.</p>	<p>Make healthy choices when designing menus.</p> <p>Understand why we have rules for using equipment.</p> <p>Have opportunity to allocate roles in group work, take turns and use equipment safely.</p>
1	2.1 What is design and technology? POP task P169-172	2.3 Paper circuits: guided design-make, break, re-think P203-206	2.7 Shell structures: guided design- make POP task P272
2	2.3 Paper circuits: switches POP task P191-193	2.3 Paper circuits POP task: design challenge P207	2.7 Shell structures: guided design- break, re-think P273-275
3	2.3 Paper circuits: finger fluency POP task P194-195	2.7 Shell structures: finger fluency P261-261	2.7 Shell structures: design challenge P276
4	2.3 Paper circuits: design inspiration POP task P196-197	2.7 Shell structures: design inspiration POP task P265-266	Things to remember: seasonal food POP task P309-310
5	2.3 Paper circuits: guided design-think POP task P198-200	2.7 Shell structures: design-think POP task P267-269	Enrichment week food task Pasta salad
6	2.3 Paper circuits: guided design-think POP task P201-202	2.7 Shell structures: design-think POP task P270-271	Enrichment week food task Pasta salad



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Design Technology Long Term Plan



<u>Year 5</u>			
Week	Autumn	Spring	Summer
SMSC FBV	<p>Reflect on ways in which products and inventions can improve the quality of their life and the lives of other.</p> <p>Explore products and artefacts from a range of times.</p> <p>Develop a sense of curiosity through disassembly/deconstruction of products.</p>	<p>Work as a team, recognising others' strengths and sharing equipment.</p> <p>Respond to the work of others to evaluate their own and other's work.</p> <p>Develop their own ideas and interests in design work.</p>	<p>Work collaboratively on a task.</p> <p>Have the opportunities to offer 'constructive criticism'</p> <p>Make healthy choices when designing menus.</p> <p>Have opportunity to allocate roles in group work, take turns and use equipment safely.</p>
1	3.1 What is design and technology? POP task P313-316	3.5 Frame structures: guided design-make, break, re-think POP task P380-383	3.7 Cams: guided design –think POP task P412-413
2	3.5 Frame structures POP task P369-370	3.5 Frame structures: design challenge POP task P384	3.7 Cams: guided design –make POP task P414
3	3.5 Frame structures: finger fluency POP task P371-372	3.7 Cams POP task P403-404	3.7 Cams: guided design-break, re-think POP task P415-417
4	3.5 Frame structures: design inspiration POP task P373-374	3.7 Cams: finger fluency POP task P405-406	3.7 Cams: design challenge P418
5	3.5 Frame structures: guided design-think POP task P375-377	3.7 Cams: design inspiration POP task P407-408	3.8 Food throughout the year POP task P419-420
6	3.5 Frame structures: guided design-think POP task p378-379	3.7 Cams: guided design –think POP task P409-411	Muffins Enrichment week food task



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Design Technology Long Term Plan



<u>Year 6</u>			
Week	Autumn	Spring	Summer
SMSC FBV	<p>Reflect on ways in which products and inventions can improve the quality of their life and the lives of other.</p> <p>Explore products and artefacts from a range of times.</p> <p>Develop a sense of curiosity through disassembly/deconstruction of products.</p>	<p>Share and choose appropriate ideas.</p> <p>Listen to other people's ideas and respect their point of view</p> <p>Have the opportunities to offer 'constructive criticism'</p>	<p>Make healthy choices when designing menus.</p> <p>Have opportunity to allocate roles in group work, take turns and use equipment safely.</p> <p>Listen to the views of others when evaluating work or products.</p>
1	3.1 What is design and technology? POP task P313-316	3.3 Electronic motors: guided design- make, break, re-think POP task P348-351	3.9 Bread: guided design – make – break and re-think P436-439
2	3.3 Electronic motors POP task P337-338	3.3 Electronic motors: design challenge POP task P352	3.9 Bread: design challenge P440
3	3.3 Electronic motors: finger fluency POP task P339-340	3.9 Bread: design inspiration POP task P427-428	3.9 Bread: design challenge P440
4	3.3 Electronic motors: design inspiration POP task P341-342	3.9 Bread: Finger fluency POP task P429-430	Things to remember POP task P453/454
5	3.3 Electronic motors: guided design- think POP task P343-345	3.9 Bread: guided design – think POP task P431-433	Kitchen Garden POP task 455-456
6	3.3 Electronic motors: guided design- think POP task P346-347	3.9 Bread: guided design – think P434-435	