

DT LTP 2026-27

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	- Take part in simple pretend play, using an object to represent something else even though they are not similar - Begin to develop complex stories using small world equipment like animals, dolls and doll houses. - Use the construction to build imaginary towns and buildings. - Explore colour and colour-mixing <i>Make marks using different medias</i>	- Take part in simple pretend play, using an object to represent something else even though they are not similar. - Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses etc. - Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.	- Explore different materials freely, to develop their ideas about how to use them and what to make. - Develop their own ideas and then decide which materials to use to express them. - Join different materials and explore different textures. <i>Explore what happens when painting with ice.</i>	- Create closed shapes with continuous lines, and begin to use these shapes to represent objects. - Draw with increasing complexity and detail, such as representing a face with a circle and including details. - Use drawing to represent ideas like movement or loud noises. - Show different emotions in their drawings and paintings, like happiness, sadness, fear etc.	- Listen with increased attention to sounds. - Respond to what they have heard, expressing their thoughts and feelings. - Remember and sing entire songs. - Sing the pitch of a tone sung by another person ('pitch match'). Create collage pictures.	- Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs. - Create their own songs or improvise a song around one they know. - Play instruments with increasing control to express their feelings and ideas. - Create their own superhero masks using different materials.
Reception	- All About Me portraits. - Family pictures. - Begin to explore colour mixing. - Joining materials. - Introducing musical instruments. - Making telephones <i>Making pictures for people who are special to us.</i>	- Design a decoration - Make and design a candle holder - Perform rhymes whilst exploring archaic language - Explore colour and how colours can hold meaning - Explore creating different types of buildings where we celebrate	- Making mud bricks! Explore consistency and use of containers. - Building bridges in large and small scale using different materials - Making seasonal pictures <i>Make a weave basket.</i>	- Creating animal masks - Learn song 'Hello to all children of the world' - Farming landscape pictures - Transitional art - Junk model – creating their own farm - Create bug hotels and habitats for school wildlife - Den Building - Making pictures using natural resources.	- Sea shanties - Shell printing - Design and make sandcastles - Junk modelling pirate ships - Volcano bridge STEM cup activity - Make a treasure chest - Mud painting <i>Salt dough gold coins</i>	- Explore colour, pattern and shape to respond to what they have seen in the natural world by using different art materials and techniques (such as chalking and smudging, watercolours or butterfly symmetry painting). - Children choreograph their own 'superhero' dance routine. - Provide modelling materials for children to create their own superhero den
Year 1 Chaffinch	My world and my school	Our local park Grammarsaurus Cooking and Nutrition: Smoothies - Describe fruits and vegetables and explain how to identify fruits. - Name a range of places that fruits and vegetables grow. - Describe basic characteristics of fruit and vegetables. - Prepare fruits and vegetables to make a smoothie.	Hospitals and Healthcare	Toys through time Grammarsaurus Textiles: Puppets - Join fabrics together using pins, staples or glue. - Design a puppet and use a template. - Join their two puppets' faces together as one. - Decorate a puppet to match their design.	Our school grounds	Famous explorers Grammarsaurus Mechanisms: Wheels and Axels - Explain that wheels move because they are attached to an axle. - Recognise that wheels and axles are used in everyday life, not just in cars. - Identify and explain vehicle design flaws using the correct vocabulary. - Design a vehicle that includes functioning wheels, axles and axle holders. - Make a moving vehicle with working wheels and axles. - Explain what must be changed if there are any operational issues.
Year 2 Kingfisher	My local area and Tulum Mexico	My local area and Tulum Mexico Cooking and Nutrition	Kings, Queens & Castles	Then and now- changes in technology Textiles: Pouches Sew a running stitch with regular-sized stitches and	Investigating weather and climate	The Great Fire of London Structures: Houses (use Twinkl templates to support with design)

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		Conduct a food study - taste testing between local foods and Mexican food		understand that both ends must be knotted. • Prepare and cut fabric to make a pouch from a template. • Use a running stitch to join the two pieces of fabric together. Decorate their pouch using the materials provided.		• Design, create and evaluate a 3D house which would have existed during the time of the GfOL. • How could they improve their structures to make them stronger and more stable? • Make links with science - materials - how could the fire have been prevented? • Option - Set fire to houses • Additional ideas - baking bread
Year 3 Owl	The United Kingdom	Land use- Yorkshire and the Humber Textiles: Cushions • Use a cross-stitch to join two pieces of fabric together. • Design and cut the template for a cushion. • Use cross-stitch and appliqué to decorate a cushion face. • Make a cushion that includes appliqué and cross-stitch.	Stone age	Stone age Mechanisms: Pneumatic Toys • Draw accurate diagrams with correct labels, arrows and explanations. • Correctly identify definitions for key terms. • Identify five appropriate design criteria. • Communicate two ideas using thumbnail sketches. • Communicate and develop one idea using an exploded diagram. • Select appropriate equipment and materials to build a working pneumatic system. • Assemble their pneumatic system within the housing to create the desired motion. • Create a finished pneumatic toy that fulfils the design brief.	Bee conservation	Ancient Egypt
Year 4 Merlin	My Region and the Campania, Italy	Weather and Climate Cooking and Nutrition: How can we craft chocolate that's fair for people and kind to the planet? Children will learn about Fairtrade and sustainability in this unit, focusing on the journey of chocolate from bean to bar. They will explore flavours and textures by pairing Fairtrade chocolate with fruits, nuts, and spices and use this exploration to create their own chocolate product designs. They will learn about the environmental impact of cocoa farming and ethical production practices. They will develop their ability to evaluate their culinary creations and reflect on how their choices affect people and the planet. They will become more confident in making informed, creative, and ethical food preparation and design decisions.	Ancient Greece	Ancient Greece Mechanisms: Ancient Greece moving monsters (Kapow Unit Plan)	Local Geography - Coastal Erosion	The Romans Structures: Design and make a working Roman Aqueduct (Twinkl) • Work collaboratively to design and make a real working aqueduct which transports water. • Consider how the structure could have been made stronger and more stable

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Year 5 Kestrel	The United States	Rivers • Bridges (Twinkl) - Design and build a bridge	Anglo-Saxons & Vikings	Anglo-Saxons & Vikings Cooking and Nutrition: Anglo Saxon banquet (Twinkl recipes for support) • Prepare and create an Anglo-Saxon banquet using a range of ingredients and cooking techniques.	Biomes Textiles: Design a stuffed toy, considering the main component shapes of their toy. • Create an appropriate template for their stuffed toy. • Join two pieces of fabric using a blanket stitch. • Neatly cut out their fabric. • Use appliqué or decorative stitching to decorate the front of their stuffed toy. • Use blanket stitch to assemble their stuffed toy, repairing when needed. • Identify what worked well and areas for improvement.	Mayans
Year 6 Eagle	Economic Activity of the UK	Economic Activity of the UK Mechanical Systems: Making a Slingshot Car • Work independently to produce an accurate, functioning car chassis. • Design a shape that is suitable for the project. • Attempt to reduce air resistance through the design of the shape. • Produce panels that will fit the chassis and can be assembled effectively using the tabs they have designed. • Construct car bodies effectively. • Conduct a trial accurately and draw conclusions and improvements from the results.	World War 2	World War 2 Cooking and Nutrition Cook and Prepare WW2 food - See Twinkl recipes	Sustainability Trash to Treasure (Grammarsaurus Unit) How can you transform old materials into something new and useful?	Crime and Punishment 'Local History'