St Cuthbert’s Catholic Primary

 Design and Technology Long Term Plan 2024-25

The curriculum is divided up into areas of key skills : ‘Resistant Materials’ (including Mechanisms/Moving Parts, structures and electrical systems), Textiles and Food and Nutrition. The children will study three of these areas each year with Food and Nutrition being taught every year. ‘Design Processes’ and ‘Products’ and’ Designers Skills’ will be embedded into each topic.

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| **EYFS****Across the year in the Foundation Unit, children will have access to a wide variety of resources to allow the opportunities to draw, cut and join. Through the continuous provision they will have experiences of modelling with junk, malleable materials and using shape. Some lessons will be taught discretely to develop early design and technology skills.** |  **Across the year the children will develop some key skills required to engage in Design and Technology through the rich and varied early years curriculum.*** **Communication and Language-**
* show confidence and skill in expressing themselves
* speak and listen in a range of situations
* **Physical Development**
* Make healthy choices in relation to food
* **Mathematics**
* Measure a variety of objects by size and weight
* **Understanding the World**
* Observe, explore, interact with and find out about technology
* **Expressive arts and design**
* Explore and play with a wide variety of media and materials
* Share thoughts, ideas and feelings through design and technology
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|  | **Autumn 1** | **Spring 1** | **Summer 1** |
| Class 2Year 1 and 2 | **Food and Nutrition**

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| Smoothies |

 | **Textiles**

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| Puppets |

 | **Mechanisms**Moving storyboard |
| Class 3Year 2 and 3 | **Food and Nutrition**Seasonal Rainbow salad | **Resistant Materials**Small wheeled trolley | **Textiles**Stuffed toy animals |
| Class 4Year 4 and 5 | **Food and Nutrition**A yeast based snack | **Electrical Systems**Night light | **Structures**A small scale bird hide |
| Class 5Year 6 | **Food and Nutrition**North American Food Culture | **Electrical Systems**Alarm to protect an artefact | **Mechanical Systems**Moving toy |