

DT Long term plan 2019-20

DT	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1			3D Modelling: Using junk materials to build models of rocket ships. CC Link to Space topic in Science and English	Food: Making biscuits CC Link to English- fairy tales	Textiles: Weaving using different materials- wool, paper ribbons. CC Link to Topic- African Safari.	
Year 2		Mechanisms: Moving picture: design and create a moving picture with sliders and levers. CC Link to English- narrative		Textiles: Sewing using running stitch to join materials – glove puppets CC link to science- materials		Stiff and flexible materials: Wood and card to create a boat- using tools to shape, drill and attach materials. CC link to Geography- Let's go!
Year 3	Food: Exploring and combining foods that are good for you. CC Link to Topic- Superheroes- superfood			Mechanisms: Making vehicles with working wheels and axles.		3D Modelling: Mod-roc or papier mache over a framework to make a working volcano model. CC link to Geography- volcanoes
Year 4	Intro to textiles- felt making linked to History	Stiff and flexible materials: Join card and wood to create a strengthened surface- bridge making CC link to Geography	Electrical Components: Making robots with a light up or sound component. CC link to science.			Textiles continued- Sewing and running/ back stitch to create an underwater scene in circle as a port hole. CC link to Geography
Year 5		Food: Making bread CC link to history- Anglo-Saxons/ Vikings	Stiff and flexible materials: Make a rod puppet using wood batons with movable elements. CC link to English myths and legends/ History- Greek Gods	Mechanisms: Make a cams mechanism toy- levers and cams to create a moving element CC link to science-space		
Year 6		3D Modelling: Modelling around a wire framework to create a posable character manikin CC link to art in autumn 1- moving		Electrical Components: Make a quiz board game with light up elements including switches, parallel and simple circuits. CC link to science- electricity		Textiles: Create internal seams to create a plush toy with a range of embellishments- buttons, applique, patches etc. Progression link within Textiles across DT