



Design Technology Long Term Plan

Class	Autumn	Spring	Summer
	Construction	Food Technology	Textiles
Nursery	<p><u>Homes and Houses – Our Home</u> Children explore and make representations of their own homes using a variety of recycled materials available.</p>	<p><u>Cake</u> Create Victoria Sponge, mixing pre-prepared ingredients with the support of an adult, safely and hygienically.</p>	<p><u>The King's Crown</u> Children to stick and decorate textiles with support to create a representation of King Charles' crown.</p>
Class 2 Reception	<p><u>Junk Structures – Norton Village</u> Following discussions of local landmarks, children to design and make representations of people/objects using a variety of recycled materials.</p>	<p><u>Sandwiches</u> Discuss basic food hygiene practices when handling food including the importance of following instructions to control risk. Children to be introduced to simple utensils to spread butter or jam (or alternative) on a cracker or bread.</p>	<p><u>Tie Dye</u> To explore different patterns and decorate textiles with support, children twist linen and dip into dyes.</p>
Class 3 Rec/Y1	<p><u>3D Modelling – Great Fire of London 1666</u> Children to develop an understanding of 2D and 3D structures to design and create a 3D model using suitable materials.</p>	<p><u>Starter</u> Discuss healthy diets and cut soft foods safely and hygienically using appropriate utensils to create a simple salad. Children practice food processing skills and evaluate the final product against the design criteria.</p>	<p><u>Clothes for Toys</u> Following study of Victorian toys, children cut textiles using scissors and a template. Then decorate textiles using crayons, paint or sticking and join using glue.</p>
Class 4 Y1/Y2	<p><u>Moving Toys</u> Design and choose appropriate materials to build moving toy boxes, including pulleys and levers. Evaluate the final product against the design criteria.</p>	<p><u>Breakfast</u> Assemble ingredients to make a simple breakfast recipe. Children to measure and weigh said ingredients with support. Discuss healthy eating advice, including eating more fruit and vegetables. Evaluate the final product against the design criteria.</p>	<p><u>Fabric Printing – Maps</u> Cut textiles using scissors and a template. Decorate textiles using crayons, paint or dye to create own maps, based on Captain Cook's journey.</p>
Class 5 Y2	<p><u>Moon Buggies</u> Research, design and choose appropriate materials to build moving moon buggies, including wheels and axles. Evaluate the final product against the design criteria.</p>	<p><u>Smoothies</u> Cut soft foods safely and hygienically using an appropriate tool and measure using measuring cups and spoons to create healthy drinks. Children to practice processing skills such as washing, peeling, slicing and squeezing.</p>	<p><u>Georgian Weaving</u> Create simple weaving using paper or large strips of fabric, after study of Georgian tapestry. Assess the finished product against its intended design.</p>
Class 6 Y3	<p><u>Roman Shields</u> Children will research mosaic patterns and personal symbolism to make Roman shields. Appropriate materials will be chosen and layered to improve durability.</p>	<p><u>Main</u> Learn to select and use a range of utensils and use a range of techniques as appropriate to prepare ingredients hygienically. Cut a range of foods safely and hygienically with an appropriate tool. Measure ingredients using scales or jugs.</p>	<p><u>Tudor Purses</u> Cut textiles with scissors safely and thread an embroidery needle. Use a running stitch to join materials and decorate purses using stamping, printing and simple embellishment.</p>
Class 7 Y3/Y4	<p><u>Ancient Greek Pottery</u> Children will research Greek patterns and personal symbolism to make Greek pottery. Appropriate materials will be chosen and modelled to create suitable products.</p>	<p><u>Lunch – Greek Salad</u> Discuss basic food hygiene practices when handling food including the importance of following instructions to control risk. Cut a range of foods safely and hygienically</p>	<p><u>Anglo Saxon Necklaces</u> Children to design, create and decorate a necklace based on examples of Anglo-Saxon artefacts – embellish with beads, jewels and burnished foil.</p>

		with an appropriate tool. Measure ingredients using scales or jugs.	
Class 8 Y4/Y5	<u>3D Modelling – Pyramids</u> Use wood to build square and triangular based pyramids. Children will suggest improvements to increase strength of structures and evaluate their work.	<u>Brunch</u> Follow given recipes, starting to use techniques such as peeling, chopping, slicing, mixing, spreading, baking or kneading. Assess the finished article against desired product.	<u>Egyptian Tapestry</u> Research designs of Egyptian tapestry. Thread an embroidery needle and tie a knot, weave using a cardboard loom to recreate Egyptian designs.
Class 9 Y5	<u>Mayan Machinery</u> Research Mayan pyramids and their construction. To use motors, gears, and pulleys to create moving structures to lift materials. Evaluate their work against success criteria.	<u>Dessert</u> Research the importance of healthy eating and recipes to create healthy desserts. Measure ingredients with a degree of accuracy using an appropriate measuring device. Scale recipes up or down accordingly.	<u>Traditional War Toys</u> Design a stuffed toy and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch. Evaluate the product against original designs.
Class 10 Y6	<u>Electrical Vehicles</u> Use knowledge of circuits, gears and pulleys to create electrical vehicles. Test different factors to increase speed. Design criteria is then used to evaluate the completed product.	<u>Tea</u> Research and create a recipe to ensure a balanced meal. Measure ingredients with a degree of accuracy using an appropriate measuring device. Scale recipes up or down accordingly.	<u>Victorian Costumes</u> Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble, decorate and evaluate a waistcoat for a chosen purpose. Evaluate the finished product.
Class 11 Y6	<u>Electrical Vehicles</u> Use knowledge of circuits, gears and pulleys to create electrical vehicles. Test different factors to increase speed. Design criteria is then used to evaluate the completed product.	<u>Tea</u> Research and create a recipe to ensure a balanced meal. Measure ingredients with a degree of accuracy using an appropriate measuring device. Scale recipes up or down accordingly.	<u>Victorian Costumes</u> Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble, decorate and evaluate a waistcoat for a chosen purpose. Evaluate the finished product.