



St Oswald's Catholic Primary School



Design Technology

Long Term Plan

2026-2027

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Exploring colours and creating portraits of themselves. Looking at Picasso and creating own Picasso collage. 3D face pictures using natural collage materials.	Designing a new wild thing using a range of media. Natural materials artwork. Colour mixing- looking at tones of colours. Christmas art work.	Using different media to create underwater scenes- 2D and 3D. Creating their own rainbow fish with dull and shiny materials. Pencil drawings of sea creatures. Puppets- underwater sea creatures. Sewing. Making Chinese dragons, Chinese lanterns,	Sunflower pictures and looking at Van Gough Moving pictures. Use different media to create a picture of their own flower/butterfly.	African patterns. Silhouette patterns- African plain- sunset and black animals. Animal patterns (camouflage)	Making a moving pirate. Making pictures of pirates Creating their own Jolly Roger. Pirate ships/ model boats. telescopes, binoculars. Pencil drawings of Pirate ships added to a sea background created with different shades of blue.
Year 1	Food Technology: Healthy Pizzas			Mechanisms: Wheels and Axles	Textiles: Making a Bag	
Year 2	Food Technology: Healthy Pizzas		Mechanisms: Sliders and Leavers		Structures: Chair for Baby Bear	
Year 3		Textile: 2D shape	Food Technology: Healthy Snack			Shell Structure
Year 4		Mechanical Systems: Leavers and Linkages		Electrical Systems: Circuits and Switches		Food Technology: Healthy Snacks
Year 5		Textiles: Combining different effects		Levers and Linkages: Pop Up Card	Electrical Systems: Circuits and Switches	
Year 6		Food Technology: Muffins	Mechanical Systems: Pulleys and Gears		Frames Structures	

EYFS Development Matters	National Curriculum			
Expressive Art and Design	End of Key Stage 1	End of Lower Key Stage 2	End of Upper Key Stage 2	
Creating with Materials Children are learning to: • Safely use and explore a variety of materials, tools and techniques. • Experiment with colour, design, texture, form and function. • Share their creations and explain the process they have used. • Make use of props and materials when role playing characters in narratives and stories.	Design • Design purposeful products for themselves and others. • Generate ideas through talking, drawing and simple templates. • Communicate their ideas clearly. Make • Select from a range of materials and components.	Design • Generate and develop ideas based on research and investigation. • Develop design criteria to inform their products. • Use annotated sketches and models to communicate ideas. Make	Design • Carry out research and use it to develop innovative designs. • Develop detailed design criteria based on function and purpose. • Communicate ideas through annotated drawings, patterns, prototypes and digital technologies. Make	

• Explore, use and refine a variety of artistic effects to express ideas and feelings. • Return to and build on previous learning, refining ideas. • Create collaboratively, sharing ideas, resources and skills. 	• Use simple tools and equipment safely. • Cut, shape, join and finish materials appropriately. Evaluate • Explore and evaluate existing products. • Evaluate their own products against design criteria. • Explain what works well and what could be improved. Technical Knowledge • Build structures and explore how they can be made stronger, stiffer and more stable. • Explore simple mechanisms such as levers, sliders, wheels and axles. Cooking and Nutrition • Understand where food comes from. • Prepare simple dishes safely and hygienically. • Use basic principles of a healthy diet.	• Select appropriate tools, materials and components. • Measure, mark out, cut, shape, join and combine materials accurately. • Apply a growing range of practical skills and techniques. Evaluate • Investigate and analyse products. • Test and refine their products. • Consider the views of intended users. Technical Knowledge • Understand how mechanical systems work, including levers and linkages. • Understand how structures can be strengthened and reinforced. • Apply understanding of electrical systems such as simple circuits. • Use computing to control or monitor products where appropriate. Cooking and Nutrition • Understand a balanced diet. • Prepare and cook a range of predominantly savoury dishes. • Understand seasonality and where food is grown, reared, caught and processed.	• Work accurately with increasing independence. • Select materials and components according to functional properties and aesthetics. • Use a broad range of tools, equipment and techniques safely and effectively. Evaluate • Critically evaluate products, including their own. • Identify strengths and areas for improvement. • Understand how key events and individuals have influenced design and technology. Technical Knowledge • Apply understanding of mechanical systems such as gears, pulleys, cams and linkages. • Design and use electrical systems in products. • Apply computing to programme, monitor and control products. • Understand and use strengthening, stiffening and reinforcing techniques in structures. Cooking and Nutrition • Apply principles of a healthy and varied diet. • Cook a repertoire of savoury dishes. • Understand seasonality and the journey of food from farm to plate.
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