



Design Technology Long Term Plan



| Year group | Autumn Term | Spring Term | Summer Term |
|---------------|---|--|---|
| EYFS | Using simple tools -Play dough | Combining for effect Manipulation to achieve | Construct with a purpose: give an open-ended, topic based, design brief, for the children to complete junk modelling |
| Year 1 | Food DMA fruit skewers -using cutlery knives to cut fruit | Structures Use joining skills to create a bridge using boxes newspaper and cardboard. | Axles and wheels DMA a jungle jeep -use a junior hack saw to cut circular dowelling |
| Year 2 | Food DMA a healthy salad / feast! Link to Science : Plants Trip to Tesco for Farm to Fork | Textiles Use running stitch to create an item eg. Puppet. | Levers and sliders DMA a moving scene matched to an area of the curriculum eg. Three Little Pigs, canals, Titanic |
| Year 3 | Structures DMA a shelter using selected resources from a range given. Investigate tripods. | Pulleys Create a pulley system to complete a task of your choice. Link to Egyptians | Food DMA a pasta dish Link to Geography : Sicilly |
| Year 4 | Textiles DMA a purse using various stitches | Cams DMA a cam system based upon a scene from Greek Mythology Link to History : Ancient Greece | Food Create a fruit crumble using locally sourced fruits. Visit a farm in the local community. |
| Year 5 | Structures DMA an Anglo-Saxon home using square dowelling and cardboard corners for the base, and a cardboard net for the roof. Link : History Anglo Saxons | Levers and linkages Create a pop-up book based upon a Science story. Link : Space and forces | Food and Packaging DMA a burger suitable for an American diner Create a balanced healthy meal. Also create packaging (burger box.) |
| Year 6 | Food DMA - make a bread in chosen style with flavouring. Link to Science : Micro-organisms | Pneumatics Research and make a pneumatic machine for a purpose / challenge. | Electronics DMA an electronic board game using simple circuits and switches. Link to Science : Electricity |

