

Design Technology Long Term Plan – 2017-2018

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Shipwrecked	Musical Minds	How to Train a Dragon	I can change the World	Into the Woods	Superheroes
K S 1 *	<ul style="list-style-type: none"> DT1/2.1a use the basic principles of a healthy and varied diet to prepare dishes DT1/2.1b understand where food comes from. <p><u>Ideas:</u> Use Harvest produce to make a snack/dish/meal to eat.</p> <p>What food would you miss if you were shipwrecked? Can you create a recipe with only 3 ingredients? What would you favourite 3 ingredients be?</p> <p>Where does food come from? – Which foods might be ‘shipwrecked’ on countries/islands closest to them?</p>	<ul style="list-style-type: none"> DT1/1.1a design purposeful, functional, appealing products for themselves and other users based on design criteria DT1/1.1b generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology DT1/1.2a select from and use a range of tools and equipment to perform practical tasks DT1/1.2b select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics DT1/1.3a explore and evaluate a range of existing products DT1/1.3b evaluate their ideas and products against design criteria DT1/1.4 Technical Knowledge DT1/1.4a build structures, exploring how they can be made stronger, stiffer and more stable DT1/1.4b explore and use mechanisms, in their products. <p><u>Ideas:</u> design and make own instruments, following specific criteria, e.g. an instrument you shake, beat.</p> <p>Design and make a case to transport an instrument.</p> <p>Design and make instruments you can wear.</p> <p>Design and make instruments for use in Christmas performance.</p>				

*Year groups within Key Stages to be differentiated by following the key skills ‘I can ...’ statements for each specific year group.