

Design Technology Long Term Plan – 2018-2019

	Autumn 1 Roald Dahl	Autumn 2 Shakespeare	Spring 1 Harry Potter	Spring 2 Wizard of Oz	Summer 1 Alice in Wonderland	Summer 2 Oliver Twist
KS2 *					<p>Understand and apply the principles of a healthy and varied diet</p> <p>Cook a repertoire of predominantly savoury dishes so that they are able to feed themselves and others a healthy and varied diet</p> <p>Become competent in a range of cooking techniques [for example, selecting and preparing ingredients; using utensils and electrical equipment; applying heat in different ways; using awareness of taste, texture and smell to decide how to season dishes and combine ingredients; adapting and using their own recipes)</p> <p>understand the source, seasonality and characteristics of a broad range of ingredients</p> <p><i>Ideas: What food would you serve at the Mad Hatters tea party? Planning, preparing, shopping for a tea party. Tea party for the community?</i></p>	<p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</p> <p>generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <p>Select from and use a wider range of tools and equipment to Perform practical tasks accurately</p> <p>Select from and use a wider range of materials and components, including construction materials, textiles and Ingredients, according to their functional properties and aesthetic qualities</p> <p>Investigate and analyse a range of existing products evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p> <p>Understand how key events and individuals in design and technology have helped shape the world</p> <p>Apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p> <p>understand and use mechanical systems in their products</p> <p>understand and use electrical systems in their products</p> <p>Apply their understanding of computing to programme, monitor and control their products.</p> <p><i>Ideas: Ideas: Designing and making play props.</i></p>

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