

Design Technology – Long term plan 2021/2022

	What can we do to help our neighbours?	What do people do all day?	How does technology shape the world?	Where can we go?	What does it mean to be British?	What makes the greatest show?
Oak Year R	Expressive Arts and Design: Creating with Materials Children will safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Children will share their creations, explaining the process they have used					
	Cooking and nutrition – food banks, Harvest festival		Design and make space rockets		Design and make thrones for the Queen to sit on	
Hazel Year 1		Cooking and nutrition <ul style="list-style-type: none"> - use the basic principles of a healthy and varied diet to prepare dishes - understand where food comes from. 	Evaluate and technical – Structures explore and evaluate a range of existing products -build structures, exploring how they can be made stronger, stiffer and more stable		Cooking and nutrition <ul style="list-style-type: none"> - use the basic principles of a healthy and varied diet to prepare dishes - understand where food comes from. 	Design and make – Puppets -design purposeful, functional, appealing products for themselves and other users based on design criteria -select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
Maple Year 2		Cooking and nutrition <ul style="list-style-type: none"> - use the basic principles of a healthy and varied diet to prepare dishes - understand where food comes from. 	Evaluate and technical – Structures evaluate their ideas and products against design criteria -explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.		Cooking and nutrition <ul style="list-style-type: none"> - use the basic principles of a healthy and varied diet to prepare dishes - understand where food comes from. 	Design and make – Puppets -design purposeful, functional, appealing products for themselves and other users based on design criteria -select from and use a wide range of materials and components, including

Design Technology – Long term plan 2021/2022

						construction materials, textiles and ingredients, according to their characteristics
Cedar Year 3		Cooking and nutrition (Christmas link) -understand and apply the principles of a healthy and varied diet	Technical knowledge -apply their understanding of how to strengthen, stiffen and reinforce more complex structures		Design and make (Iron Age) -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 -investigate and analyse a range of existing products	Technical - use electrical systems -apply their understanding of computing to program, monitor and control their products.
Rowan Year 4	Cooking and nutrition -understand and apply the principles of a healthy and varied diet		Structures – musical instruments -understand and use mechanical systems in their products			Design and make – Puppets -generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design -evaluate their ideas and products against their own design criteria and consider

Design Technology – Long term plan 2021/2022

						the views of others to improve their work
Elm Year 5		Design and make -select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately -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		Cooking and theory diet -understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.		Technical skills -understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
Sycamore Year 6		Cooking and nutrition - food theory diet -understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	Technical - Motorised vehicles understand how key events and individuals in design and technology have helped shape the world	Cooking and nutrition - food tech (pizzas) -prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques	Cooking and nutrition - food rations -prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques	
Owls Years N/R/1	Make – use a range of tools. Select a wide range of materials.	Evaluate – a range of products. explore and evaluate a range of existing products	Technical knowledge. build structures, exploring how they can be made		Cooking and nutrition. -use the basic principles of a healthy and varied diet to prepare dishes	Design – costumes and instruments design purposeful, functional, appealing products for

Design Technology – Long term plan 2021/2022

	<p>select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</p> <p>-select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p>	<p>-evaluate their ideas and products against design criteria</p>	<p>stronger, stiffer and more stable</p> <p>-explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p>		<p>-understand where food comes from.</p>	<p>themselves and other users based on design criteria</p> <p>-generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p>
<p>Skylarks Years 2/3/4</p>	<p>Design/fit for purpose/appealing products</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</p> <p>select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately individuals or groups</p>				<p>Cooking and nutrition. - savoury recipes (British grub)</p> <p>-prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</p>	<p>Technical - lighting for effect – electrical systems</p> <p>apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p> <p>-understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</p>

Design Technology – Long term plan 2021/2022

Kestrels Years 5/6			<p>Technical - Motorised vehicles</p> <ul style="list-style-type: none"> -understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]] -apply their understanding of computing to program, monitor and control their products. 	<p>Cooking and nutrition</p> <ul style="list-style-type: none"> -understand and apply the principles of a healthy and varied diet 	<p>Cooking and nutrition</p> <ul style="list-style-type: none"> -understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. 	<p>Design, make and evaluate - set design generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <ul style="list-style-type: none"> -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
Theme days	<ul style="list-style-type: none"> - Healthy eating week: w/c 28th September - Fairtrade week w/c 22nd February 					