


Whole School Long Term Plan – Design and Technology

 2020-21	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
4+	'Designing and Making' is identified as a strand within Knowledge and Understanding of the World: <ul style="list-style-type: none"> ▪ Construct with a purpose in mind, using a variety of resources ▪ Use simple tools and techniques competently and appropriately ▪ Build and construct with a wide range of objects, selecting appropriate resources and adapting their work when necessary ▪ Select the tools and techniques they need to shape, assemble and join materials they are using 					
Y1		Mechanisms - pop ups and simple card levers	Food - preparing and combining foods		Structures - stability and strength	
Y2			Mechanisms - wheels and axles		Textiles - using a template, simple joining, choice of stitches, choice of materials	
Y3		Food - simple dish - the eatwell plate		Mechanical systems - levers and linkages		Structures - shell/frame structures and strengthening
Y4	ICT and electrical systems - control and electrical components			Textiles - seams, stiffening and strengthening, materials and fastenings		Food - simple savoury food and cooking techniques
Y5		Food - food from another culture, variety of cooking techniques		Mechanical systems - cams, pulleys and gears	3D Textiles - using gussets, using patterns, joining with seam allowance, combining fabrics	
Y6			Food - chefs, food heroes, designing a healthy menu/eatwell plate		Combining learning from across design and technology skills bases - structures, mechanical systems, electrical systems, ICT programming and control	

