

DT Long Term Plan



EYFS

(Physical Development – Fine Motor Skills, Expressive Arts and Design)

AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Welcome to Orchard!	Dark Nights, Bright Lights!	999 Emergency	If You go down to the Woods	In the Garden	In the Garden
Scissor skills, sticking with glue Threading Cutting with a knife, kneading (application: making a bread roll, making jam)	Tearing, scrunching, folding Sticking with tape (application: constructing a firework model)	Covering a box Adding details to box models (application: designing & constructing an emergency vehicle box model)	Exploring L-braces, tabs and flanges (application: making a fold out / 3d scene) Spreading with a knife (application: making a sandwich for the teddy bear's picnic)	Using a hole punch and joining with string (application: incy wincy spider drainpipe) Joining with split pins (application: plants and flowers split-pin craft)	Fan fold (application: insect bodies and wings) Measuring and mixing (application: honey cake)

KEY STAGE 1

YEAR	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2 & SUMMER 1	SUMMER 2
	Oh I do like to be beside the seaside	Once upon a Time	Under the Sea	Adventure is out there	Wild Things
A	Cooking & Nutrition Make the Lighthouse Keeper's Packed Lunch	Structures/Mechanisms Make a pop up Christmas Card (V-fold, Rotary)	Textiles Sea Creature Puppets	Mechanisms Designing & Making a Space Buggy (Axles and wheels)	
Key Skills & Knowledge	Make a list of ingredients Explain what you are making Basic Food hygiene Use techniques such as cutting, spreading, peeling, grating.	Measure, mark out, cut and shape. Use scissors safely Assemble, join and combine materials in order to make a model Understand moving parts-sliders and wheels	Cut and join fabric Use a simple template for cutting out Use basic sewing techniques	Know about the movement of simple mechanisms- wheels and axles. Make a model using different materials. Use tools- scissors and hole punch safely.	

YEAR	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2 & SUMMER 1	SUMMER 2
	Green Fingers	Super Hero Me	Ice, Ice Baby	Jurassic World	Donington Detectives
B	Cooking & Nutrition Making a Fruit Salad	Structures/Mechanisms Flying Superhero Scene (Sliders)	Textiles Inuit Wall Hanging (Applique/Sewing)		
Key Skills & Knowledge	Make a list of ingredients Explain what you are making Basic Food hygiene Basic Cutting techniques	Measure, mark out, cut and shape. Use scissors safely Assemble, join and combine materials in order to make a model Understand moving parts-sliders	Cut and join fabric Use a simple template for cutting out Use basic sewing techniques		

LOWER KEY STAGE 2

YEAR	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER
	Earth Rocks!	Road Trip USA	The Flintstones	Raiders & Traders	Where the Forest Meets the Sea
A	Mechanisms Mine Excavator (Winch and Pulley)	Cooking & Nutrition Eating Seasonally: Fruit Pies -Pumpkin/Apple		Textiles Weaving on a Frame / Loom	Mechanisms Moving animal mouth e.g. tiger, crocodile (Pneumatics)
Key Skills & Knowledge	Know about the mechanical systems such as levers and linkages. Alter and adapt materials to make them stronger.	Demonstrate hygienic food preparation. Select and use appropriate fruit and vegetables, processes. E.g. Cutting, peeling, grating and tools.		Investigate a variety of techniques with textiles. Weave and cut with accuracy. Use finishing techniques.	Know about the mechanical systems (pneumatics) Combine a number of components in different ways.

YEAR	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
	Marvellous Me	The Fabulous Pharaohs	Lights, Camera, Action!	May the Force Be With You	The Rampaging Romans	Location, Location, Location
B	Cooking & Nutrition Pizza		Structures Wooden Pinhole Camera (Cutting; Joints)	Electronics Operation Game (Circuit, buzzers, lights)	Mechanisms Make a Ballista Catapult (Axles, Levers & Linkages)	
Key Skills & Knowledge	Demonstrate hygienic food preparation. Prepare a savoury dish, including using a heat source. Select their own ingredients when cooking or baking.		Work safely and accurately with a range of tools- sawing wood. Measure, mark out and cut materials accurately to build effective structures. Strengthen joins and corners.	Know that simple electrical circuits and components can be used to create functional products. Use a simple circuit and add components to it to create motion or make light.	Know about the mechanical systems such as levers and linkages. Experiments to create stability in a structure.	

UPPER KEY STAGE 2

YEAR	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER
		To Infinity and Beyond	Let There Be Light	On Safari	The Groovy Greeks
A	Structures Design & Make An Eggonaut	Cooking & Nutrition Making Biscuits (Christmas Enterprise Scheme)	Textiles African Textile Design (Tie Dye; Batik; Block Printing & Applique)		Mechanisms & Electronics Moving Fairground Ride Construction Project (Gears; Series Circuits; Motors & Switches)
Key Skills & Knowledge	Demonstrate that their product is strong and fit for purpose. Cut and join with accuracy. Measure and mark out accurately in mm and cm.	Can calculate the amount of ingredients needed. Can begin to write recipes. Can keep cost constraints in mind when selecting ingredients.	Choose the audience when choosing textiles. To examine and use a variety of techniques including printing and dying.		Use a range of tools and equipment with good accuracy and effectiveness. Use joining techniques. Measure and mark out accurately in cm and mm. Understand and use electrical systems in their products.

YEAR	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER
		Keeping Healthy	Dig for Victory	Water Worlds	Amazing Americas
B	Cooking & Nutrition Design, make and market a healthy cereal bar	Textiles Make Do and Mend Sewing Project - Sock Teddy (Cutting; Joining; Finishing) Cooking & Nutrition Making Biscuits (Christmas Enterprise Scheme)			Mechanisms Moving Toys (Cams)
Key Skills & Knowledge	Can calculate the amount of ingredients needed. Can begin to write recipes. Know that different foods contain substances that are needed for health. Can make choices / changes to recipes and justify their decision.	Pin, sew and stitch materials together create a product. Consider the audience when choosing textiles. Devise a template or pattern for their product. Can calculate the amount of ingredients needed. Can begin to write recipes. Can keep cost constraints in mind when selecting ingredients.			Understand and use mechanical systems in their products (cams) Know how mechanical systems create movement. Select appropriate materials, tools and techniques to ensure that the final product will appeal to the audience.

