

## Design and Technology Long Term Plan



Year Group	Autumn		Spring		Summer	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Design and Technology is embedded within the Early Years Foundation Stage Curriculum through the use of the learning environment and classroom provision. The children are given a wealth of opportunities to engage in activities, both child-initiated and adult-directed, which enable them to develop knowledge of materials, to construct with a purpose, to develop an understanding of nutrition and to use a range tools and equipment safely. During the children's time in Early Years Foundation Stage, the essential building blocks of Design and Technology capability are established.  Design and Technology in the Early Years Foundation Stage is incorporated into all aspects of the curriculum. However, it can primarily be classified as part of 'Expressive Arts and Design', which includes the strand 'Creating with Materials'.  It can also be seen through 'Physical Development' within the strand 'Fine Motor Skills'.					
Year 1		Freestanding Structures Design and make a piece of playground equipment. Link: Geog School in the locality, Science-(materials)		Cooking and Nutrition  Preparing fruit and  vegetables for a  street party  Link: History (Royal Family)  PSHE (Healthy Me)		Mechanisms Sliders and levers Design an animal that moves Link: Science (animals)
Year 2		Mechanisms Wheels and axels – make a pit cart. Link: History/ Geog (coal mine)		Cooking and Nutrition Bake a traditional dish from the UK or from the non- European Country Link: Local Geog PSHE (Healthy Me)		Textiles  Sew a pair of mittens to keep your hands warm while exploring.  Link: Geog (Hot & cold places), History- (Explorers)  Science-(materials)
Year 3		<b>Mechanisms</b> Pop-up fact book  Link: History (stone age)		Cooking and Nutrition and varied diet Plan and make a healthy and balanced meal. Prepare and cook a healthy soup. Link: Science (Nutrition) PSHE (Healthy Me)		Textiles A purse Link: History- Roman
Year 4		Structures Shell structure to store trinkets Link: History (Anglo Saxons)		Mechanical Systems Pneumatics Make the jaw of an animal/ monster move without using your hands Link: Science (Teeth & Eating)		Electrical Systems Simple circuits and switches Design a reading light or night light for a person Link: Science (electricity)



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Year 5	Cooking and Nutrition Create a savoury dish using chocolate or coco powder Link to history - Mayans	Frame Structure  Create a pop up tuck shop for the school (waterproof)  Link: Geog - changes in  weather	Electrical Systems  LEGO  Signal system for a train  Link: History and Computing			
Year 6	Cooking and Nutrition Create a meal using rations available with consideration to seasonality NC: History (WWII)	Textiles  Using recycled fabric to create a tablet case/mobile phone case Link: Science (Materials and Changing of materials)	Mechanical systems Pulleys and gears Design a fairground ride for the summer fair Link: Computing			
As designers:	The children will be encouraged to be creative when designing and making their own products that solve real problems. They will be taught to take risks, to evaluate and improve their own products and use a variety of skills that will prepare them for the world of work.					

If you would like more information about the curriculum we offer at Brooke Primary Academy, then please contact the academy office.