DT Long term plan

DT Curriculum Overview										
		Marvellous Me Colours of the Rainbow		Mirror Mirror Animal Kingdoms		Enchanted Gardens Let's Explore				
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
Cooking and nutrition	Fruit and Vegetables learn about basic coo methods and nutritio Explore a range of frand vegetables beformaking their own fruismoothie.	king about different cooking n. methods and nutrition. cuit Continue to explore a range of fruit and	Eating seasonally - learn about a healthy and varied diet as well as seasonality. Make a tart using seasonal ingredients.	Adapting a recipe - continue to develop their understanding of a varied diet. Make healthy choices based on this knowledge to create their own biscuit from an adapted recipe.	What could be healthier? - continue to develop their knowledge of cooking and nutrition. Prepare, weigh and combine food using a range of techniques. Create a healthy Bolognese sauce.	Come dine with me continue to develop their knowledge of cooking and nutrition. Select, prepare, weigh and combine ingredients to create a three course meal.				
Structures and mechansims	Windmills - learn abo simple freestanding structures and exploi windmills. Design and construct a windmill t a design criteria.	about simple mechanisms re and explore levers, linkages and pivots. Design	launch mechanism. Design and make the car body to		Bridges - continue to develop their understanding of structures. Investigate different types of bridges, exploring how different shapes can affect a bridges strength. They will make a prototype to test their design before using their wood work skills to create a frame structure with diagonal struts to strengthen.					
Electrical systems				Doodlers - Investigate an existing product working out how the product has been constructed, ready to develop their own. Write a design criteria based on the knowledge learned from the investigation and develop a new Doodler design and then construct it.		Steady hand game - continue to develop their understanding of electrical systems. Design and make a steady hand game. They will use nets to create their base and their knowledge of electrical circuits to build a circuit with a buzzer which sounds when the handle makes contact with the wire frame.				
Textiles	Bookmarks - practise threading and weavin	1	Pouches - develop textile skills, practice how to	Cushions using cross stitch and applique - continue to	Fastenings - explore different fastenings	Stuffed toys - decide upon a simple shape on which to				

techniques using various	and explore joining	tread a needle and sew a	develop their textile skills,	considering advantages and	base their stuffed toy on,
materials and objects.	techniques. Design a	running stitch. Create	follow a design criteria,	disadvantages. Devise	decide on the materials
Apply their knowledge a	nd puppet, use a simple	templates for a fabric	select and cut fabrics	their own design criteria,	that they will use and use a
skills to design and sew	template, join fabric and	pouch before cutting out	using fabric scissors,	create a mock-up, which	variety of stiches that
their own bookmarks.	then decorate their	the fabric pieces and	thread needles and tye	will be used as a template,	they have learnt in
	puppet.	sewing them together.	knots with greater	to cut out their fabric	previous units. They will be
		Finally, decorate their	independence. Learn cross	before making their own	introduced to and practise
		pouch.	stitch and decorate using	book sleeve. Attach	the blanket stitch and use
			applique.	fastenings and decorate	this to create their toy.
				their book sleeves in	The child will add any
				accordance with their	extra items, appendages
				design criteria.	and decorative stitches,
					that they have learnt
					previously, before
					assembling their stuffed
					toys.