Long Term Plan for Design Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Drawing (Art)	**Products to investigate in continuous provision:** Hats, fabrics, fastenings Cutlery Fruit and vegetables **Project:** Weaving Fruit smoothie	Collage/Printing (Art)	**Products to investigate in continuous provision:** Catches and hinges on boxes and envelopes **Project:** Make a box or envelope with a catch or hinge.	Drawing/Painting (Art)	**Products to investigate in continuous provision:** Cups, cutlery Bags **Project:** Join boxes together
Reception	Drawing (Art)	**Products to investigate in continuous provision:** Fastenings, hats, fabrics, woven products **Project:** Textiles- weaving	Weaving (Art- DT Links)	**Products to investigate in continuous provision:** Toy vehicles, mechanisms, hinges, things that wind and gears **Project:** Wheels and axles	Drawing/Painting (Art)	**Products to investigate in continuous provision:** Whose shoe? Whose bowl? Whose cup? **Project:** Structures- a chair for baby bear.
Y1	**Mechanisms** Windmills Product – Experiment with different sails	**Mechanisms** Windmills Product – Experiment with different sails	**Art Unit**	**Art Unit**	**Structures** Freestanding structures Product – Bridges	**Art Unit**

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	Design Brief Design, make and evaluate a windmill (product) for Peppa Pig (user) to visit (purpose).	**Design Brief** Design, make and evaluate a windmill (product) for Peppa Pig (user) to visit (purpose).	**Art Unit**	**Art Unit**	**Design Brief** Design, make and evaluate a bridge (product) for the King of England (user) for cars or people to walk across (purpose).	**Art Unit**
Y2	**Food** Preparing fruit and vegetables (including cooking and nutrition requirements for KS1) Product – Smoothies	**Mechanisms** Sliders and levers Product – Christmas Cards	**Art Unit**	**Art Unit**	**Textiles** Templates and joining techniques Product – Tapestries	**Art Unit**
	Design Brief Design, make and evaluate a smoothie (product) for a year 1 child (user) to encourage them to eat a variety of fruits (purpose).	**Design Brief** Design, make and evaluate a Christmas Card (product) for my family (user) to show you care (purpose).	**Art Unit**	**Art Unit**		**Art Unit**
Y3	**Structures** Shell structures (including computer-aided design) Product – A chocolate packaging	**Structures** Shell structures (including computer-aided design) Product – A chocolate packaging	**Art Unit**	**Art Unit**	**Textiles** 2-D shape to 3-D product Product – A purse/wallet/pencil case	**Art Unit**

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	Design Brief Design, make and evaluate packaging (product) for a family member (user) to protect chocolate (purpose).	**Design Brief** Design, make and evaluate packaging (product) for a family member (user) to protect chocolate (purpose).	**Art Unit**	**Art Unit**	**Design Brief** Design, make and evaluate a small case (pencil, glasses, sweets) (product) for a family member (user) to hold small objects (purpose).	**Art Unit**
Y4	**Mechanical Systems** Levers and linkages Product – Mechanical Poster	**Programming and control (stand-alone mini unit)** Using a microbit to program a counter	**Art Unit**	**Art Unit**	**Food** Healthy and varied diet (including cooking and nutrition requirements for KS2) Product – Sandwich	**Art Unit**
	Design Brief Design, make and evaluate a mechanical poster (product) for a child in year 1 (user) to teach them about something and hold their interest (purpose).	**Design brief** Design, make and evaluate a counter (microbit) and cardboard carrier (product) to hold it to count people attending a circus. (purpose/user)	**Art Unit**	**Art Unit**	**Design Brief** Design, make and evaluate sandwich (product) for a child in nursery (user) to encourage them to eat a balanced varied diet (purpose).	**Art Unit**
Y5	**Combine mechanical Systems and Structures** Frame structures linked with pulleys, levers and gears Product – A toy for FS1 that included a frame structure and gears	**Combine mechanical Systems and Structures** Frame structures linked with pulleys, levers and gears Product – A toy for FS1 that included a frame structure and gears	**Art Unit**	**Art Unit**	**Programming and control (stand-alone mini unit)** Using Redfern Electronics – Lighthouse project	**Art Unit**
	Design Brief	**Design Brief**	**Art Unit**	**Art Unit**		**Art Unit**

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	Design, make and evaluate a moving toy (product) for a child in nursery (user) to develop fine motor skills (purpose).	Design, make and evaluate a moving toy (product) for a child in nursery (user) to develop fine motor skills (purpose).				
Y6	**Textiles** Combining different fabric shapes Product – Cuddly toy	**Textiles** Combining different fabric shapes Product – Cuddly toy	**Art Unit**	**Art Unit**	**Food** Celebrating culture and seasonality (including cooking and nutrition requirements for KS2) – using a heat source Product - Make savoury scones	**Art Unit**
	Design Brief Design, make and evaluate a cuddly toy from a child's drawing of their amygdala (product) for a child in year 2 (user) to support transition in to year 3 (a transitional toy) (purpose).	**Design Brief** Design, make and evaluate a cuddly toy from a child's drawing of their amygdala (product) for a child in year 2 (user) to support transition in to year 3 (a transitional toy) (purpose).	**Art Unit**	**Art Unit**	**Design Brief** Design, make and evaluate scones (product) for Aesthete to sell in thier shop (user) to attract new customers (purpose).	**Art Unit**