

<b>Design Technology</b>	Autumn	Spring	Summer
Year 1	<b>Structures</b> Free standing structures  Making buildings from 1660	<b>Food</b> Preparing fruit and vegetables, including cooking and nutrition requirements for KS1  Making Moon snacks	<b>Mechanisms</b> Wheels and axles Making a moon buggy
Year 2	<b>Mechanisms</b> Sliders and levers Making a castle drawbridge	<b>Textiles</b> Templates and joining techniques Making pirate purses	<b>Food</b> Preparing fruit and vegetables, including cooking and nutrition requirements for KS1 Making pirates party food
Year 3	<b>Food</b> Healthy and varied diet ( inc cooking and nutrition requirements for KS2) sandwiches / wraps, cold food.	<b>Structures</b> Shell structures, inc computer aided design eg Building Stonehenge	<b>Mechanical Systems</b> Levers and linkages Eg Geography topic pop up book erupting volcano
Year 4	<b>Textiles</b> 2D shape to 3D product eg Roman Banner	<b>Food</b> Healthy and varied diet ( inc cooking and nutrition requirements for KS2) sandwiches / wraps, cold food. Hot food linked to changes of state	<b>Electrical systems</b> Simple circuits and switches including programming and control. Eg., torches
Year 5	<b>Structures</b> Frame structures Anglo Saxon Houses	<b>Mechanical Systems</b> Pulleys or gears, eg karts– link to science topic of forces	<b>Food</b> Celebrating culture and seasonality, including cooking and nutrition requirements for KS2 eg - Egypt - bread
Year 6	<b>Food</b> Celebrating culture and seasonality, including cooking and nutrition requirements for KS2 eg foods from other cultures.	<b>Textiles</b> Combining different fabric shapes, inc computer aided design. Making a day of the dead tie	<b>Electrical systems</b> More complex switches and circuits ( inc programming, monitoring and control) Creating an electronic game

	<p>creating a mexican dish  skill - cutting and chopping  End product - A mexican dish that has adapted according to groups preferences and evaluations</p>	<p>Skill - combining different textiles to create a given effect  end product - a day of the dead tie</p>	<p>skill - evaluate a game and design own using science skills.  end point - creating a finished product of an electronic game using science skills from A2 and refining for DT</p>
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DT long term plans, enabling progression in skills across the years 1 -6. DT should be planned as a day, not weekly and some plans can be extended to allow father cross curricular links and enable a more detailed project to be developed e.g. summer yr 6