



# Ashbury Meadow Primary School Design & Technology

## Long Term Plan 2024

		Autumn	Spring	Summer
Key Stage 1	Year 1	<b>Structures</b> Free standing structures  Design, make and evaluate a chair for teddy.	<b>Food</b> Preparing fruit and vegetables, including cooking and nutrition requirements for KS1  Design, make and evaluate a fruit yoghurt dish breakfast meal for peers.	<b>Mechanisms</b> Wheels and axles  Design, make and evaluate a moon buggy for Rocket the character for a moon expedition.
	Year 2	<b>Mechanisms</b> Levers and Sliders  Design, make and evaluate a page with moving pictures for a class story book for Year 2 children to support learning about the Great Fire of London.	<b>Textiles</b> Templates and joining techniques  Design, make and evaluate an animal hand puppet for Year 2 children.	<b>Food</b> Preparing fruit and vegetables, including cooking and nutrition requirements for KS1  Design, make and evaluate a fruit smoothie for peers to enjoy at a picnic.
Lower Key Stage 2	Year 3	<b>Structures</b> Shell structures  Design, make and evaluate a gift box for a family member using Computer Aided Design.	<b>Food</b> Healthy and varied diet (inc cooking and nutrition requirements for KS2)  Design, make and evaluate carrot and banana, or blueberry and courgette muffins for family members.	<b>Mechanical Systems</b> Levers and linkages  Design, make and evaluate a pop-up page for a class pop-up book for peers to learn about coasts.
	Year 4	<b>Textiles</b> 2D shape to 3D product  Design, make and evaluate a pencil case for 8/9 year olds for use in school with internal components.	<b>Electrical systems</b> Simple circuits and switches  Design, make and evaluate a night light for a family member to read at night time using micro:bit technology.	<b>Food</b> Healthy and varied diet (inc. cooking and nutrition requirements for KS2)  Design, make and evaluate a four-coloured pizza for peers.

Upper Key Stage 2	Year 5	<p><b>Structures</b></p> <p>Frame structures</p> <p>Design, make and evaluate a model bird hide for bird watchers.</p>	<p><b>Mechanical Systems</b></p> <p>Pulleys, gears or cams</p> <p>Design, make and evaluate a model of a fairground ride using pulleys, gear and/or cams.</p>	<p><b>Food</b></p> <p>Celebrating culture and seasonality, including cooking and nutrition requirements for KS2</p> <p>Design, make and evaluate savoury scones for people from a variety of cultures.</p>
	Year 6	<p><b>Food</b></p> <p>Celebrating culture and seasonality, including cooking and nutrition requirements for KS2 e.g. foods from other cultures.</p> <p>Design, make and evaluate fishcakes for visiting family members with specific diets.</p>	<p><b>Electrical Systems</b></p> <p>More complex switches and circuits (inc. programming, monitoring and control)</p> <p>Design, make and evaluate an electrical vehicle using computer control systems for a 9-12 year-old sibling for entertainment.</p>	<p><b>Textiles</b></p> <p>Combining different fabric shapes.</p> <p>Design, make and evaluate a fabric carrier with different compartments using Computer Aided Design for Year 7 students carrying an electronic device and other objects needed for secondary school.</p>