

Design and Technology Long-Term Plan

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	<p><u>Indoors continuous provision:</u> Constructions area, collage area, Lego, Duplo, Stickle bricks, wooden blocks. Cutting out and joining resources: scissors, hole punches, hammers, nails glue, Sellotape, treasury tags, ribbon, split pins, wool, string, nuts and bolts.</p> <p>Media: Paper, card, cardboard tubes, cardboard boxes, trays</p> <p>Embellishments: sequins, glitter, buttons, threads, pom poms, wool, ribbon, stickers</p> <p><u>Outdoor continuous provision</u></p> <p>Adult led cooking</p>					
1	Cooking and Nutrition <i>Preparing fruit and vegetables</i>		Mechanisms <i>Sliders and Levers</i>		Structures <i>Free Standing Structures</i>	
2	Cooking and Nutrition <i>Preparing fruit and vegetables</i>			Textiles <i>Templates and joining techniques</i>		Mechanisms <i>Wheels and Axles</i>
3		Structures <i>Shell structures (including computer-aided design)</i>		Textiles <i>2D shape – 3D product</i>		Cooking and Nutrition <i>Healthy and varied diet</i>
4		Mechanical Systems <i>Levers and Linkages</i>		Electrical systems <i>Simple circuits and switches</i>	Cooking and Nutrition <i>Healthy and Varied diet</i>	
5	Structures <i>Frame Structures</i>		Cooking and Nutrition <i>Celebrating culture and seasonality</i>		Mechanical systems <i>Cams</i>	
6	Textiles <i>Combining different fabric shapes</i>			Cooking and Nutrition <i>Celebrating culture and seasonality</i>		Electrical systems <i>More complex switches and circuits</i>

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1	Cooking and Nutrition <i>To design, make and evaluate a fruit kebab for myself for a picnic.</i>		Mechanisms <i>To design, make and evaluate a moving poster for children to provide information.</i>		Structures <i>To design, make and evaluate an enclosure for an animal for children to play with.</i>	
2	Cooking and Nutrition <i>To design, make and evaluate a fruit salad for children for a school dinner dessert.</i>			Textiles <i>To design, make and evaluate a glove puppet for younger children for imaginary role play.</i>		Mechanisms <i>To design, make and evaluate a push/pull toy for themselves to play with.</i>
3		Structures including CAD <i>To design, make and evaluate a giftbox for a child for a celebration.</i> (Designer: Design Bridge)		Textiles <i>To design, make and evaluate a pencil case for themselves to carry stationery.</i> (Manufacturer: Marton Mills)		Cooking and Nutrition <i>To design, make and evaluate a salad for a member of staff for a healthy lunch</i> (Chef: Heston Blumenthal)
4		Mechanical Systems <i>To design, make and evaluate a greetings card for a friend or relative for a celebratory event.</i> (Inventor: Mary Anderson)		Electrical systems <i>To design, make and evaluate a nightlight for a younger child to help them feel safe a secure.</i> (Inventor: Thomas Edison)	Cooking and Nutrition <i>To design, make and evaluate a healthy sandwich for yourself for your lunchbox.</i> (Chef: Clare Smyth)	
5	Structures <i>To design, make and evaluate a model playground shelter to protect children from the weather.</i> (Engineer: Stephen Sauvestre)		Cooking and Nutrition <i>To design, make and evaluate bread for children for a healthy snack.</i> (Manufacturer: Warburtons)		Mechanical systems <i>To design, make and evaluate an automata toy for a younger child to play with.</i> (Inventor: Leonardo Da Vinci)	
6	Textiles <i>To design, make and evaluate a phone case for older children to protect their phones.</i> (Designer: Laura Ashley)			Cooking and Nutrition <i>To design, make and evaluate pizza for children to have for their lunch.</i> (Chef: Raffaele Esposito)		Electrical systems <i>To design, make and evaluate an alarm for a valuable artefact for a museum to prevent it being stolen.</i> (Inventor: Edwin Holmes)