



Design Technology Long Term Plan – St Mary’s CE Primary School

<u>Year Group</u>	<u>Autumn Term</u>		<u>Spring Term</u>		<u>Summer Term</u>	
<b>Reception</b>	Design and build Model ships	Design and make a Diva Lamp  (Link with 3D Art)	Model houses large and small scale using variety of media  Ian Simpson - local architect Beetham Tower Urbis	Design and make an Easter Garden to retell the story of Easter.	Design and build a happy home for a bug using natural materials.	Design and make a bag to take on a journey to a special place.
<b>Year 1</b>	<b>Structures</b> <i>Freestanding Structures</i> <b>Houses</b>		<b>Mechanisms</b> <i>Sliders and/or Levers</i> <b>Moving story Book</b>		<b>Food</b> <i>Healthy Eating</i> <b>Fruit Salad</b> <b>Nadiya Hussain - British, Bangladeshi TV Chef, author and TV presenter</b>	
<b>Year 2</b>	<b>Textiles</b> <i>Templates and Joining</i> <b>Puppets</b>		<b>Mechanisms</b> <i>Wheels and Axels</i> <b>Vehicles</b> <b>Henry Ford - designer and inventor</b>		<b>Food</b> <i>Origins of Food</i> <b>Link to Geography Topic or Knowledge of Continents (Savoury)</b>	
<b>Year 3</b>	<b>Mechanisms</b> <i>Levers and Linkages</i> <b>Christmas Card</b>		<b>Food</b> <i>Healthy Eating and Food Origins</i> <b>Healthy Sandwiches</b>		<b>Structures</b> <i>Joining, stiffening, strengthening</i> <b>Pyramids</b> <b>Gaudi _ Sagrada Familia – Link with MFL</b>	
<b>Year 4</b>	<b>Electrical</b> <i>Simple Circuits and switch</i> <b>Light up Card</b>		<b>Food</b> How a variety of ingredients are grown, reared , caught and processed <b>Biscuits</b> <b>George Washington Carver Agricultural and food scientist</b>		<b>Textiles</b> <i>Stitches and Pattern Pieces</i> <b>Purses</b>	



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<p>Year 5</p>	<p><b>Textiles</b>  Combining different materials and more complex stitching  <b>Cushions</b>  <b>William Morris</b></p>	<p><b>Structures</b>  <i>Link to Computing and Modelling, The Shell of a Structure (inc CAD, Purple Mash)</i>  <b>Unit 5.6 Purple Mash - modelling</b></p>	<p><b>Food</b>  <i>Seasonality and Savoury – cooking techniques</i>  <b>Savoury or Sweet Dish</b></p>	
<p>Year 6</p>	<p><b>Control</b>  <i>through ICT and computer game design</i>  <b>Unit 6.1 Purple Mash - coding</b>  <i>(assumes 5.1 coding and 5.5 game creator completed Y5)</i></p>		<p><b>Structures</b>  Joining, Strengthening  <b>ACCURACY</b>  <b>Parthenon/Shelters</b>  <b>Fazlur Rahman Khan tubular designs for skyscrapers</b></p>	<p><b>Electrical/ Mechanisms</b>  <i>More complex switches, circuits, buzzers AND Gears and Pulleys</i>  <b>Design a buggy</b></p>