

LONG TERM PLAN FOR DESIGN AND TECHNOLOGY

KEY STAGE ONE – 2021 - 2022

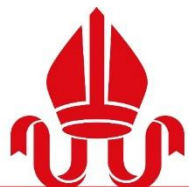
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		<p>Cutting and Joining Great Fire of London. Design and build a Tudor Village. Make simple drawings and label parts. Select tools and equipment. Measure and cut with accuracy. Assemble, join and combine. Evaluate.</p>		<p>Mechanisms and control. Moving Pictures that tell a nursery rhyme. Investigating and making pictures, making a lever mechanism, writing a specification.</p>		<p>Making a Fruit Salad. South America Cookery and Nutrition Learning about fruits: smell and taste; learning to use tools; making fruit look and taste better, writing a specification.</p>
Year 2		<p>Why do vehicles have Wheels? (Great Fire of London – Fire Engine). Mechanisms. Identify parts of vehicles. Children design and draw their own vehicle. Use tools safely. Evaluate again design. Wheels, chassis, doweling, axel, etc.</p>		<p>What should be stuck to your Fridge? (Why Did Elephants Live in Leamington?) Design and construction. Making a Fridge Magnet. Design a fridge magnet to hold spelling list. Choose a theme, design using practical size and proportions, creating images in layers, applying a magnet.</p>		<p>Finger Puppets Textiles. Design a puppet, product templates, make simple drawings, select and use tools, joining edges, use basic sewing techniques. Evaluate.</p>



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KEY STAGE ONE – 2022 – 2023

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		<p>Mechanisms and control Arctic Adventure. Pictures that tell a nursery rhyme. Investigating and making pictures, making a lever mechanism, writing a specification.</p>		<p>Cutting and Joining Street Detectives. Design and build a Tudor Village. Make simple drawings and label parts. Select tools and equipment. Measure and cut with accuracy. Assemble, join and combine. Evaluate.</p>		<p>Making a Fruit Salad African Countries Cookery and Nutrition Learning about fruits: smell and taste; learning to use tools; making fruit look and taste better, writing a specification.</p>
Year 2		<p>Finger Puppets Textiles. Arctic Adventure Design a puppet, product templates, make simple drawings, select and use tools, joining edges, use basic sewing techniques. Evaluate.</p>		<p>What should be stuck to your Fridge? (Keeping in Touch) Design and construction. Making a Fridge Magnet. Design a fridge magnet to hold spelling list. Choose a theme, design using practical size and proportions, creating images in layers, applying a magnet.</p>		<p>Why do vehicles have Wheels? (Emelia Earhart - Famous Friends – Plane with Wheels). Mechanisms. Identify parts of vehicles. Children design and draw their own vehicle. Use tools safely. Evaluate again design. Wheels, chassis, doweling, axel, etc.</p>



BISHOPS ITCHINGTON
PRIMARY SCHOOL

PART OF STOWE VALLEY MULTI ACADEMY TRUST

ANNUAL LONG-TERM PLAN FOR DESIGN AND TECHNOLOGY

LOWER KEY STAGE TWO

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3		<p>Free-Standing Structures – Photo Frames.</p> <p>Understanding in which way structures can be made stable.</p> <p>Understand how to stiffen materials.</p>		<p>What Music would you like to Make?</p> <p>Research musical instruments, exploring stretched strings and skins, exploring rattles and sound blocks.</p> <p>Designing, drawing and labelling own 3D diagrams. Selecting materials, components and tools according to their functional properties. Performing music and evaluating own instruments.</p>		<p>Cookery and Nutrition. How Cool is Your Drink?</p> <p>Discover different drinks and explore fizz, colour, texture, flavour. Design their own drink learning about nutrition.</p> <p>Learn about food hygiene.</p>
Year 4		<p>Mechanisms – Linkages. Pop Up Books.</p> <p>Books with moving parts. Understand how a range of mechanisms work.</p> <p>Assemble a range of mechanisms including pop-ups, spinners, sliders, levers and tabs.</p> <p>Apply to the design of a pop-up book.</p>		<p>Textiles – Create Tie Dye.</p> <p>Learn about the history of tie-dyes. Explore colours, shapes and shades that tie-dye can produce. Design and produce own tie-dye design.</p> <p>Evaluate.</p>		<p>Understanding and using Electrical Systems</p> <p>Design and make games using electrical circuits and components. Switches, buzzers, bulbs, motors, power source,</p>

LONG-TERM PLAN FOR DESIGN AND TECHNOLOGY

UPPER STAGE TWO

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Years 5 and 6 2021 - 2022		Mechanisms – Moving Toys using cams, wheels and axels. Understand how mechanisms can be used to produce movement. Cut, shape and join components, selecting tools for a specific purpose.		Cookery and Nutrition Eat the Seasons – making vegetable soup. Learning about nutrition and vegetables; cutting skills, making stock, cooking. Exploring flavours and textures of soup.		Structures Create a rain forest hut. Learn how to use tools, measuring and cutting; learning about water-proof materials. Design and build to own specification and evaluate.
Years 5 and 6 2022 - 2023		Cooking and Nutrition – Making Bread. Understand the function and properties of materials. Identify, select and use tools and techniques safely. Understand food hygiene.		Textiles – Design and Make a Travel Bag from discarded clothing. Design, cut, match edges, consider colours, sew. Evaluate design and practicality of item.		Electrical Control Artefact. Draw on understanding simple electrical circuits and switches. Join components, cut and shape materials with precision. Explore and choose a light for an Egyptian God.