

Long Term Planning Overview- Design and Technology

Year group	Autumn	Spring	Summer
Year 1	<p>Design and make a shelter</p> <p><u>Skills</u> Select from arrange of tools and equipment to perform practical tasks Evaluate ideas and products against the success criteria.</p>	<p>D&T enterprise fortnight</p> <p><u>Skills</u> Apply maths/English skills. Select from arrange of tools and equipment to perform practical tasks</p> <p>Evaluate ideas and products against the success criteria.</p>	<p>Design and make a moveable object.</p> <p><u>Skills</u> Select from arrange of tools and equipment to perform practical tasks</p> <p>Evaluate ideas and products against the success criteria.</p>
Year 2	<p>Create products using levers, wheels and winding mechanisms.</p> <p>Cut materials safely using tools provided. Evaluate ideas and products against the success criteria.</p>	<p>D&T enterprise fortnight</p> <p>Apply maths/English skills. Select from arrange of tools and equipment to perform practical tasks</p> <p>Evaluate ideas and products against the success criteria.</p>	<p>Design and make a selection of Indian food.</p> <p>understand and apply the principles of nutrition and learn how to cook.</p> <p>Select from a range of tools and equipment to perform practical tasks. Evaluate their ideas and products against design criteria.</p>
Year 3	<p>Design and make a pop up card.</p> <p><u>Skills</u> Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</p>	<p>D&T enterprise fortnight</p> <p><u>Skills</u> Apply maths/English skills. Select from arrange of tools and equipment to perform practical tasks</p> <p>Evaluate ideas and products against the success criteria.</p>	<p>Design and make a shelter</p> <p><u>Skills</u> Pupils will show they are aware of constraints when designing and building models and shelters and reflect on how they can adapt their design to solve technical problems.</p>

Year 4	<p>Design and make a pizza <u>Skills</u> understand and apply the principles of nutrition and learn how to cook.</p> <p>Design and make a gift bag suitable for Christmas. <u>Skills</u> Select from and use a wider range of materials and components, including construction, materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p>	<p>D&T enterprise fortnight Apply maths/English skills. Select from arrange of tools and equipment to perform practical tasks</p> <p>Evaluate ideas and products against the success criteria.</p>	
Year 5	<p>Design and make a container <u>Skills</u> Critique, evaluate and test their ideas and products and the work of others. Apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p>	<p>Design and make a mask <u>Skills</u> Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design Critique, evaluate and test their ideas and products and the work of others</p> <p>D&T enterprise fortnight Apply maths/English skills. Select from arrange of tools and equipment to perform practical tasks</p> <p>Evaluate ideas and products against the success criteria.</p>	
Year 6	<p>Design and make a model of a volcano. <u>Skills</u> Select a wide range of tools and equipment to perform practical tasks e.g. shaping and joining to create a volcano. Evaluate their ideas for their design.</p>	<p>D&T enterprise fortnight Apply maths/English skills. Select from arrange of tools and equipment to perform practical tasks</p> <p>Evaluate ideas and products against the success criteria.</p>	