



# Design & Technology Long Term Curriculum Plans

	Autumn Term:		Spring Term:		Summer Term:	
Reception	3D / Textiles Materials / junk modelling (mark making using metal in clay)	Design Tech Introducing new fastenings Continuous Provision Malleable-Dough Gym	Continuous Provision Malleable-Dough Gym	Continuous Provision Malleable-Dough Gym	Continuous Provision Malleable-Dough Gym Clay minibeasts	Class Castle Design Technology Junk Modelling Continuous Provision Malleable-Dough Gym
Year 1	<b>Healthy Food &amp; Senses</b> What food do I need to be healthy? What techniques do I use to cut these?			<b>3D Models</b> What materials do I need to make my lunch box? What happened when I tested my lunch box?	<b>Textiles</b> What materials can I use? How are clothes made?	
Year 2	<b>Moving Pictures</b> What does a slider, wheel and lever do? What mechanism should I use for my picture?		<b>Sewing and cutting</b> Exploring, designing and making bunting using different materials – sewing to join.		<b>Cooking &amp; Nutrition</b> Smoothie making. Where does the food comes from?	
Year 3		<b>Edible plants</b> What are edible plants and herbs? How do they grow? What can we cook using them? What seasonal vegetables grow in winter?				<b>Light and Electricity</b> How can we make and repair a circuit? What are the functions of bulbs, wires, switches, batteries and buzzers? How are these drawn?

<b>Year 4</b>		<b>Circuits</b> Can I create an electrical system using my circuit skills?				
<b>Year 5</b>	<b>Building Bridges</b> How do bridges work? Can I design and build a strong bridge?		<b>Moving Toys</b> Can I make a toy which uses cam mechanisms?	<b>Space Buggy</b> Can I design and program a space buggy?		
<b>Year 6</b>					Sculpture & 3D word.	Design, make and evaluate Maya headdresses