Design and Technology Long term planning grid

 build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users critique, evaluate and test their ideas and products and the work of others understand and apply the principles of nutrition and learn how to cook. 					
Cycle A	Class 1	Class 2	Class 3	Class 4	Class 5
Autumn	Food- Preparing fruit and vegetables (Projects on a page) Fruit Cocktail	Food – Preparing fruit and vegetables (Projects on a page) Fruit Smoothies Story – Oliver's fruit	Structures/Pulleys or pneumatics instead of pulleys (Projects on a page) Castles – bridges and draw bridges	Food – Healthy and varied diet (Projects on a page) Design and make sandwiches/wraps for Charlie's celebration party . Combining ingredients	Textiles: Combining different fabric shapes (Projects on a page) Viking purses Include the CAD from projects on a page.
Spring	Structures – Free standing structures (Projects on a page) Make a strong house for The Three Little Pigs	Structures - Free standing structures (Projects on a page) Making chairs Goldilocks and the Three Bears.	Food – Healthy and varied diet (Projects on a page) Bread (design and make bread.) Combining ingredients	Pneumatics (Projects on a page) Explorers- make a moving creature they may see.	Frame structures – (Projects on a page) Animal hide/bird feeder?
Summer	Textiles – Templates and joining (Projects on a page) Design and make a jacket to keep Super Ted dry.	Mechanisms - Wheels and axles (Projects on a page)	Textiles – 2D shape to 3D product (Projects on a page) Embroidery, cross stitching	Structures – Shell Structures (Projects on a page) Treasure Box • Nets	Food: Celebrating culture and seasonality (Projects on a page) homemade pasta and homemade sauces
Cycle B	Class 1	Class 2	Class 3	Class 4	Class 5
Autumn	Food – Preparing fruit and vegetables (Projects on a page) Vegetable soup Vegetables for dips for a picnic.	Food - Preparing fruit and vegetables (Projects on a page) Vegetable soup Vegetables for dips Oliver's vegetables	Structures/Electrical systems (Projects on a page) – simple circuits and switches Design and make an illuminated welcome sign.	Food: Celebrating culture and seasonality (Projects on a page) Food preparation skills including health and safety	Food – celebrating culture and seasonality? (Projects on a page) Greek foo – flat breads, tzatziki, Greek salad
Spring	Mechanisms – sliders and levers (Projects on a page) Animal Puppets	Textiles – Templates and joining (Projects on a page) Making bags Little Red Riding Hood	Food - Healthy and varied diet (Projects on a page) Flatbreads Levers and Linkages –(Projects on a page) Make a Shaduf.	Structure – Frame Structures (Projects on a page) towers for own exhibition Ski-lift - pulleys to link to Science	Mechanisms CAMs – (Projects on a page) Victorian toys.
	Structures - Free standing	Mechanisms – sliders and	Mechanisms – pneumatics or	Textiles- 2D shape to 3D product	Pulleys and gears – moving toy

EYFS	Proposed ELG - Creating with Materials - Children at the expected level of development will: - Draw and paint using a range of materials, tools and techniques, experimenting with colour, design, texture, form and function; - Share their creations, explaining the process they have used; - Make use of props and materials when role playing characters in narratives and stories. Proposed ELG - Managing self- Children at the expected level of development will;develop an understanding the importance of healthy food choices.			
	National Curriculum KS1	National Curriculum KS2		
	design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology Make select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Evaluate explore and evaluate a range of existing products evaluate their ideas and products against design criteria	Design use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups egenerate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design Make eselect from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately eselect from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities Evaluate investigate and analyse a range of existing products evaluate their ideas and products against their own design criteria and consider the views of others to improve their work understand how key events and individuals in design and technology have helped shape the world		
	Technical knowledge • build structures, exploring how they can be made stronger, stiffer and more stable • explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. Cooking and nutrition • use the basic principles of a healthy and varied diet to prepare dishes • understand where food comes from.	Technical knowledge		