Design and Technology Long term planning grid

Cycle A	Class 1	Class 2	Class 3	Class 4	Class 5
Autumn	Yr 1/2: Food- Preparing fruit and vegetables Fruit Cocktail	Yr 1/2: Food – Preparing fruit and vegetables Fruit Smoothies Story – Oliver's fruit	Yr 3/4: Structures: Pneumatics Castles – bridges and draw bridges	Yr 3/4: Shell Structures using CAD Christmas box/3D Christmas tree decoration - nets	Yr 5/6: Textiles: Combining different fabric shapes Viking purses Include the CAD from projects on a page.
Spring	Yr 1/2: Structures – Free standing structures Make a strong house for The Three Little Pigs	Yr 1/2: Structures - Free standing structures Making chairs Goldilocks and the Three Bears.	Yr 3/4: Food – Healthy and varied diet Making a sandwich	Yr 3/4: Electrical Systems - Simple Programming and Control (link to Computing – Crumble)	Yr 5/6: Frame structures – Bird boxes
Summer	Yr 1/2: Textiles – Templates and joining Design and make a jacket to keep Super Ted dry.	Yr 1/2: Mechanisms - Wheels and axles Moving Vehicle	Yr 3/4: Textiles – 2D shape to 3D product Making an ocean creature	Yr 3/4: Food – Healthy and varied diet Design and make own healthy picnic for river visit – savoury biscuits/scones	Yr 5/6: Food: Celebrating culture and seasonality Homemade pasta and homemade Sauces
Cycle B	Class 1	Class 2	Class 3	Class 4	Class 5
Autumn	Yr 1/2: Food – Preparing fruit and vegetables Vegetable soup Vegetables for dips for a picnic.	Food - Preparing fruit and vegetables Vegetable soup Vegetables for dips Oliver's vegetables	Yr 3/4: Mechanisms – pneumatics or shell structures Moving skeletons	Yr 5/6: Electrical Systems: Simple circuits and switches Design and make an alarm (light or buzzer) to protect your home	Yr 5/6: Food – celebrating culture and seasonality Greek food – flat breads, tzatziki, Greek salad
Spring	Yr 1/2: Mechanisms – sliders and levers Animal Puppets	Yr 1/2: Textiles – Templates and joining Making bags Little Red Riding Hood	Yr 3/4: Levers and Linkages Make an Easter cards	Yr 5/6: Food: Celebrating culture and seasonality/ Healthy and varied diet Healthy Eating – toaster wrap pockets.	Yr 5/6: Mechanisms CAMs – Victorian toys.
Summer	Yr 1/2: Structures - Free standing structures Design and make a beach hut.	Yr 1/2: Mechanisms – sliders and levers Moving parts on a plant	Yr 3/4: Food - Healthy and varied diet Salad snack: Cous cous – focus on healthy eating plate	Yr 3/4: Textiles- 2D shape to 3D product Sock Teddies – using a pattern	Yr 5/6: Pulleys and gears – moving toy Mechanisms, computer control – Fairgrounds

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 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 Proposed ELG – Managing self- Children at the expected level of development will;				
National Curriculum KS1	National Curriculum KS2			
 Design 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 tha are fit for purpose, aimed at particular individuals or groups 			
 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 apply their understanding of how to strengthen, stiffen and reinforce more complex structures understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkag understand and use electrical systems in their products [for example, series circuits incorporating switches, bubuzzers and motors] apply their understanding of computing to program, monitor and control their products. Cooking and nutrition understand and apply the principles of a healthy and varied diet prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. 			