

Design Technology Curriculum Long term plan							
		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year R	Continuous Provision – Construction Toys, Recycled Materials for modelling,	In preparation for the following practical knowledge, key skills and understanding in Year 1: Design, Make, Evaluate, Technical Knowledge Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Use technology purposefully to create, organise, store, manipulate and retrieve digital content Recognise common uses of information technology beyond school Use technology safely and respectfully, keeping personal information private Know where to go for help and support when they have concerns about content or contact on the internet or other online technologies			Fine Motor Skills <ul style="list-style-type: none"> Use a range of small tools, including scissors, paint brushes and cutlery Begin to show accuracy and care when drawing Creating with Materials <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Make use of props and materials when role playing characters in narratives and stories. Share their creations, explaining the process they have used Speaking <ul style="list-style-type: none"> Express their ideas and feelings about their experiences using full sentences Listening, Attention and Understanding <ul style="list-style-type: none"> Listen attentively and respond to what they hear with relevant questions, comments and actions when being read to and during whole class discussions and small group interactions Make comments about what they have heard and ask questions to clarify their understanding Managing Self <ul style="list-style-type: none"> Understand the importance of healthy food choices 		
Year 1/2 https://www.data.org.uk/resource-shop/projects-on-a-page-full-pack-of-21-planners/	CYCLE A	Make houses to set alight in Forest School: Great Fire of London	Wheels and Axels – design and make a vehicle for Father Christmas		Mother's Day cards – using pop-up levers and slider mechanisms		Create a line to carry a basket for Mr Grinling. Make a healthy sandwich for Mr Grinling
	CYCLE B			Make a moon buggy, or a buggy to explore another planet		Sew a simple bug sock puppet	Create a simple healthy meal using products grown in Chawton
Year 3/4	CYCLE A		savoury recipes from around the world		Create a structure based on a 'Wonder of the World'		
	CYCLE B		Lamps and Lanterns – using electrical systems: simple circuits and switches	Mechanical Systems – Levers and Linkages	Mechanical Systems - pneumatics	A healthy and varied diet: create a meal from our edible garden	
Year 5/6	CYCLE A		Use pulleys or gears to show the relationship between planets/universe				Food – Adapt savoury recipes to change features Combining different fabric shapes to create Leavers' banner
	CYCLE B	Motorised Framework – using cams/motorised framework to make a steam punk inspired object		Moving Toys and CAM Mechanisms		Electrical systems: monitoring and control	Using 'real-fire' at Forest school to cook a healthy snack Combining different fabric shapes to create Leavers' banner