



DT Long Term Plan

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Year 1	Shade and Shelter The purpose of shelters and their materials. Naming and describing shelters and designing and making shelter prototypes. Designing and building a play den as a group and evaluating their completed product.		Taxi! Wheels, axles and chassis and how they work together to make a vehicle move.		Chop, Slice and Mash Sources of food and the preparatory skills of peeling, tearing, slicing, chopping, mashing and grating. Knowledge and techniques to design and make a supermarket sandwich according to specific design criteria.	
Year 2	Remarkable Recipes Sources of food and tools used for food preparation. Discover why some foods are cooked and learn to read a simple recipe. Choose and make a new school meal that fulfils specific design criteria.		Beach Hut Making and strengthening structures, including different ways of joining materials.		Cut, Stitch and Join Fabric home products and the significant British brand Cath Kidston. Learn about sewing patterns and using a running stitch and embellishments before making a sewn bag tag.	Push and Pull Three types of mechanism: sliders, levers and linkages. Make models of each mechanism before designing and making a greetings card with a moving part.
Year 3	Cook well, Eat well Food groups and the Eatwell guide. Learn about methods of cooking and explore these by cooking potatoes and ratatouille. Choose and make a taco filling according to specific design criteria.		Making it move Cam mechanisms. Experiment with different shaped cams before designing, making and evaluating a child's automaton toy.		Greenhouse The purpose, structure and design features of greenhouses, and compare the work of two significant greenhouse designers. Learn techniques to strengthen structures and use tools safely. Design and construct a mini greenhouse.	