



D&T LONG TERM PLAN

YEAR GROUP	AUT 1	AUT 2	SPR 1	SPR 2	SUM 1	SUM 2
PRE-SCHOOL	Clay hedgehog making	Making playdough (two year old). Making bread and biscuits	Insect habitats ready for winter	Shared sewing with wool on large hessian canvas	Design and create their own vehicle.	Boat and under the sea models
RECEPTION	'Gingerbread men' biscuits	Design and create their own invention (Linked to 'How to catch a star')	Create animal habitats	Individually Sewn spring wall hangings	Creating homes (junk modelling)	Fruit salad kebabs (Linked to Handa's surprise). Boat making (linked to 'Pirate topic').

YEAR GROUP	AUTUMN 2 (ART TO BE TAUGHT AUTUMN 1)	SPRING 2 (ART TO BE TAUGHT SPRING 1)	SUMMER 2 (ART TO BE TAUGHT SUMMER 1)
ONE	Smoothies (Food)	Puppets (Structures -Textiles)	Making a moving storybook (Mechanisms)
TWO	Fairground Wheels (Mechanisms)	Baby Bears Chair (Structures)	A balanced diet (Food)
THREE	Constructing a castle (Structures)	Eating seasonally (Food)	Egyptian Collars (Textiles)
FOUR	Torches (electrical systems)	Fastenings (textiles)	Adapting a recipe (food)
FIVE	Doodlers (Electrical systems)	Bridges (Structures)	Developing a recipe (Food)
SIX	Playgrounds (Structures - Material)	Automatic Toys (Mechanical systems)	Mini enterprise (food tech and structures)

Structures: strengthen, stiffen, reinforce (variety of materials including textiles)

Mechanical systems: gears, pulleys, cams, levers and linkages (including use of IT)

Electrical systems: series circuits, switches, bulbs, buzzers and motors (including use of IT)

Computing products: programming/monitoring/controlling

Food technology: KS1 - food sources, healthy and varied diets; **KS2** – principles of healthy and varied diets, prepare and cook dishes using various techniques, food seasonality, food sources including grown/reared/caught/processed foods