



Long Term DT Plan

EYFS Within EYFS children explore a range of activities to help them develop the knowledge and skills so they are ready for learning in the National Curriculum.

ELG: Creating with Materials Children at the expected level of development will:

- Safely use and explore a variety 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.

ELG: Fine Motor Skills Children at the expected level of development will:

- Use a range of small tools, including scissors, paint brushes and cutlery.

To find out more how this subject area is taught in our Early Years, please click this document: [DT in our EYFS](#)

		Year 1	Year 2	Year 3
Autumn	Title	Stable Structures	Moving Monsters	Seasonal Tarts
	Unit Overview	Exploring how structures can be made more stable with a wide base and extra weight added to the base, the children will apply these skills in designing and making a stable pencil pot.	After learning the terms: pivot, lever and linkage, pupils design a monster that will move using a linkage mechanism. Pupils practise making linkages and experiment with various materials to bring their monsters to life.	Pupils discover when and where fruits and vegetables are grown and learn about seasonality in the UK. They respond to a design brief to design a seasonal food tart using ingredients harvested in the UK in autumn.
	Focus Area	Structures	Mechanisms – Levers	Food & Nutrition
Spring	Title	Puppets	Fairground Wheel	Castles
	Unit Overview	Explore different ways of joining fabrics before creating hand puppets based upon characters from a well-known fairytale. Develop technical skills of cutting, glueing, stapling and pinning.	Design and create a functional fairground wheel, consider how the different components fit together so that the wheel rotates and the structure stands freely. Select appropriate material properties and develop their cutting and joining skills. Research existing structures and survey to further inform the design.	Learning about the features of a castle, pupils design and make one of their own. They will also be using configurations of handmade nets and recycled materials to make towers and turrets before constructing a stable base.
	Focus Area	Textiles	Mechanisms – Wheels & Axles	Structures
Summer	Title	Smoothies	Thrones	Wearable Technology
	Unit Overview	Handle and explore fruits and vegetables and learn how to identify fruit, before undertaking taste testing to establish chosen ingredients for a smoothie they will make, with accompanying packaging.	Using the history topic of 'What is a monarch?' as inspiration, pupils help the monarch by making them a throne, exploring different shapes and materials. When designing the throne, they consider their needs and what they may like.	Design, code and promote a piece of wearable technology to use in low light conditions, developing their understanding of programming to monitor and control products to solve a design scenario.
	Focus Area	Food & Nutrition	Structures	Digital World



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		Year 4	Year 5	Year 6
Autumn	Title	Torches	Playground	Gears and Pulleys
	Unit Overview	Pupils apply their scientific understanding of electrical circuits to create a torch made from recycled and reclaimed materials and objects. They design and evaluate their product against set design criteria.	Design and create a model for a new playground featuring five apparatus, made from three different structures. Using a footprint as the base, practise visualising objects in plan view and get creative including natural features.	Investigate the history, mechanics, and uses of gears and pulleys. Construct a gear and pulley system and design an eco-bike that utilises energy from an exercise bike for practical work.
	Focus Area	Electrical Systems	Structures	Mechanisms
Spring	Title	Slingshot Cars	Stuffed Toys	Steady Hand Game
	Unit Overview	Transform lollipop sticks, wheels, dowel and straws into a moving car. Pupils use a glue gun to construct, make the launch mechanism, design and create the chassis of a vehicle using nets.	Create a stuffed toy by applying skills learnt previously. Introduce blanket stitch.	Design and create a steady hand game, use nets to create the bases and apply knowledge of electrical circuits to build an operational circuit with a buzzer that completes the circuit when the handle makes contact with the wire.
	Focus Area	Mechanisms	Textiles	Electrical Systems
Summer	Title	Buildings (Pavilions)	Greek Recipe	Navigating The World
	Unit Overview	Exploring pavilion structures, learning about what they are used for and investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.	Research and prepare a meal and taste-test and score their food. Research the journey of their main ingredient from 'farm to fork' and write a favourite recipe.	Program a navigation tool to produce a multifunctional device for trekkers. Combine 3D virtual objects to form a complete product concept in 3D computer-aided design modelling software.
	Focus Area	Structures	Food & Nutrition	Digital World