Long Term Plan: Design Technology

Structures/Materials Food Electrical & Mechanical Components Textiles

*Not Cornerstones unit

Year band	Autumn Term		Spring Term		Summer Term	
Reception	**Me and My Community** **Autumn Term Outcomes**	**People who help us/Autumn** **Autumn Term Outcomes**	**Once Upon a Time** **Spring Term Outcomes**	**Ready, Steady, Grow** **Spring Term Outcomes**	**Animal Safari** **Summer Term Outcomes**	**On the Beach** **Summer Term Outcomes**
Year 1	***Playgrounds** *Design & make a model of a piece of playground equipment*		**Taxi!**		**Fruit Salad Kebabs***	
Design	• To use my own ideas to design a piece of playground equipment (communicate ideas through talking and drawing) • To explore different joining techniques		• Design purposeful, functional, appealing products for themselves and other users based on design criteria.		• Design purposeful, functional, appealing products for themselves and other users based on design criteria.	
Make	• To explain to someone else how I want to make my product. • To select and use the correct materials to make my model.		• Explore and use mechanisms (for example, levers, sliders, wheels and axles) in their products.		• To follow procedures for safety and hygiene • To prepare a fruit salad, cutting and peeling fruits • the product fulfils its goals and performs a useful purpose.	
Evaluate	• To explore the components, features and materials of existing playground equipment and talk about them. • To explain how my product works. • To say what is effective about my product and what could be better. (likes and dislikes)		• To explain how my product works. • To say what is effective about my product and what could be better.		• To say what is effective about my product and what could be better. (likes and dislikes)	
Technical Knowledge	• To explore how to make my model stronger and more stable		• An axle is a rod or spindle that passes through the centre of a wheel to connect two wheels.		• To know that all food comes from plants and animals • To know that some fruits are grown in hot countries (Link back to Handa's Surprise Reception) • To know that everyone should eat at least 5 portions of fruit and vegetables a day	
Year 2	**Chop, Slice, Mash**		**Beach Hut**		**Bag Tag**	

Long Term Plan: Design Technology

(Christmas cards with sliders/levers)	(Sandwiches)		
Design	• To use simple design criteria to help to develop my ideas • Select from a range of tools and explain the choices	• Generate and communicate their ideas through a range of different methods. (Diagrams and labels) • Build structures, exploring how they can be made stronger, stiffer and more stable. • Choose appropriate components and materials and suggest ways of manipulating them. • Use simple design criteria to help develop their ideas.	• Explore and evaluate a range of existing products. • Compare different or the same products from the same or different brands. • Design a purposeful bag tag
Make	• To follow procedures for safety and hygiene, and explain why they are important • To prepare a sandwich, using a range of techniques including cutting, peeling and grating	• Know that tools for working with wood include a junior hacksaw, for cutting; a bench hook, for supporting the wood and as a guide to cut; and a G clamp, for holding the bench hook and wood securely. • To create a free- standing beach hut.	• Use different methods of joining fabrics, including glue and running stitch • Add simple decorative embellishments, such as buttons, prints, sequins and appliqué.
Evaluate	• Suggest how their products could be improved	• Explain how closely their finished products meet their design criteria and say what they could do better in the future	• Explain how closely their finished products meet their design criteria and say what they could do better in the future.
Technical Knowledge	• To know that food has to be farmed, grown elsewhere or caught • To know that everyone should eat at least 5 portions of fruit and vegetables a day • To begin to name and sort foods into the 5 groups in the 'Eat Well Plate'	• Structures can be made stronger, stiffer and more stable by using cardboard rather than paper and triangular shapes rather than squares. • A broader base will also make a structure more stable.	• A sewing pattern is a template of the parts needed to make a garment or product. Pattern pieces are usually made from paper. • Embellishment is a decorative detail or feature added to something to make it more attractive.
Year 3	*Slow Cooker Stew *(Use elements from Cook well, Eat well)*	Making it Move	Greenhouse
Design	• Follow a design criteria to inform a design (appearance, cost, target user) (7) • Identify foods that are produced in different places. (4)	• Understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages).	• Investigate and analyse a range of existing products • Design and draw labelled diagrams

Long Term Plan: Design Technology

Make	• Consider different ways of cooking (oven, slow cookers, grill, frying etc) (6) • Discuss hygiene rules associated with food preparation (8) • Use heat appliances safely (10) • Use a range of peeling, chopping, slicing to create a savoury dish. (9)	• Plan which materials will be needed for a task and explain why • Design an automaton toy • Select from and use a wider range of tools and equipment to perform practical tasks • Assemble, join and combine materials and components with some accuracy to create a toy.	• Explain the similarities and difference between the work of two designers. • Create shell or frame structures using diagonal struts to strengthen them. • Use a hot glue gun to join pieces together. • Plan materials and consult the design criteria to inform a design. • Generate, develop, model and communicate ideas through discussion, annotated sketches, • Make a greenhouse structure out of wood using saws and glue to join and assemble together.
Evaluate	• Suggest improvements to their products and describe how to implement them. (11)	• Suggest improvements to their products and describe how to implement them, beginning to take the views of others into account.	• Suggest improvements to their products and describe how to implement them, beginning to take the views of others into account
Technical Knowledge	• To identify the main food groups (Eat well plate) (1) • Explain the importance of a balanced diet (2) • Describe how key events in design and technology have shaped the world (5) • That food is grown (vegetables) reared (pigs, chicken etc) caught (fish) (3)	• Know that different shaped cams produce different patterns of movement in the follower. • Know what an axle is and why it is used (Axles are shafts on which wheels can rotate to make a moving vehicle.) • Know that cams are devices that can convert circular motion into up-and-down motion. • Are equipped with the scientific knowledge required to understand the uses and implications of science, today and for the future	• Know that specific tools can be used for cutting, such as saws. • Know that diagonal struts create triangular shapes within a frame structure. Adding diagonal struts adds strength and stability. • Discover that materials, such as glass and plastic are suitable for making greenhouse roofs and walls because they are transparent, waterproof and hardwearing.
Year 4	**Fresh Food, Good Food**	**Tomb Builders**	***Coin Purses***

Long Term Plan: Design Technology

	(Healthy Snacks)		
Design	• Design a healthy packaged snack • Plan ingredients and understand that they will have different tastes. • Select the correct material or component for packaging • Evaluate the strength of pre-existing packaging	• Investigate current machines and how they have been made/designed and how well they work. • Design their own machines to help Ancient Egyptians to move heavy stone blocks.	• Investigate and analyse a range of existing products (fabrics) • Create a realistic design idea focusing on the needs of the user and the design brief • Plan and order the stages of making.
Make	• Discuss hygiene rules associated with food preparation • Make a healthy snack and the packaging • Use a range of techniques such as peel, chop, slice, mash, grate. • Choose from a range of materials, showing an understanding of their different characteristics.	• Understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages). • Know that the characteristics of materials, such as rigidity, strength and smoothness will affect the success of a working model. • Choose from a range of materials, showing an understanding of their different characteristics.	• Hand-sew a seam using a running stitch. • Select, name and use tools with adult supervision. • Use a range of stitches (running stitch & back stitch) to join fabric • Add detail and texture to fabric using embellishments • Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately
Evaluate	• Evaluate their own snacks based upon appearance, texture and consumer use. • Evaluate their own packaging against the design criteria and act on feedback from others.	• Identify what has worked well and what aspects of their products could be improved, acting on their own suggestions and those of others when making improvements.	• Identify what has worked well and what aspects of their products could be improved, acting on their own suggestions and those of others when making improvements.
Technical Knowledge	• Explain how and why a significant designer or inventor shaped the world • Know that decay can be prevented or delayed by preservation methods, such as drying, salting, pickling, canning, pasteurising, refrigerating or freezing the food. • Investigate features and properties of food packaging (Know that food packaging also provides nutritional information about the food inside, 'use by' and 'best before' dates, and the materials and recyclability of the packaging.)	• Understand how mechanisms can be used to add functionality to a model. (pulleys)	• Embroidery, back stitch, over stitch. • Fabrics can be natural or synthetic. Natural fabrics include cotton, silk and wool. Synthetic fabrics include Lycra, polyester and nylon. • Know that a single fabric shape can be used to make 3D products.

Long Term Plan: Design Technology

Year 5 (Christmas card with electrical component)	Moving Mechanisms	Eat the Seasons (Soup)	Engineer (Taken from Y6)
Design	• design a prototype for an object, furniture or gadget that uses pneumatics to make life easier or more comfortable around the home. • Critique, evaluate and test their ideas and products and the work of others. • Test a product against the design criteria to highlight anything that needs improvement or redesign. • Know that changes are often made to a design during manufacture.	• Design a recipe, including ingredients and method, using seasonal ingredients. • Include health and safety advice on their design brief.	• Investigate and analyse a range of existing product • Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. • Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
Make	• Use a pneumatic mechanical system in a product design • Understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages). • Apply their understanding of how to strengthen, stiffen and reinforce more complex structures • Build a framework using a range of materials to support mechanisms	• Discuss hygiene rules associated with food preparation • Use an increasing range of preparation and cooking techniques to cook a savoury dish. Dicing, Peeling, grating, boiling, steaming. • Adjust the taste of their recipe as they are cooking – adding any changes to their recipes. • Use boiling/hand blending and other heat sources to create soup.	• create a bridge using the characteristics of different materials to select the most appropriate material for a purpose. This might include flexibility, waterproofing, texture, colour, cost and availability. • Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. • Choose the best materials for a task, showing an understanding of their working characteristics
Evaluate	• Test and evaluate products against a detailed design specification and make adaptations as they develop the product. • Survey users in a range of focus groups and compare result	• Evaluate meals and consider if they contribute towards a balanced diet. • Taste each other's recipes and offer feedback. • Make any amendments to recipes.	• Demonstrate modifications made to a product as a result of ongoing evaluation by themselves and to others.
Technical Knowledge			

Long Term Plan: Design Technology

	• Investigate and explain how pneumatic systems work (Pneumatic systems use energy that is stored in compressed air to do work, such as inflating a balloon to open a model monster's mouth. These effects can be achieved using syringes and plastic tubing.) • Experiment with various methods to support a framework. (These include cross braces, guy ropes and diagonal struts. Frameworks can be built using lolly sticks, skewers and bamboo canes.)	• Describe what seasonality means and explain some of the reasons why it is beneficial. • Know that food is grown in the UK, Europe and the Wider world • Work out the nutritional value of their soup.	• Analyse how an invention or product has significantly changed or improved people's lives. • Present a detailed account of the significance of a favourite designer or inventor.
Year 6	**Food For Life** ***(Wholemeal bread to compare with processed)*** ***(Own choice of a healthy meal)***	* **Fairground**	**Make Do and Mend** ***The children will design, make and evaluate a bag (upcycle / make-do and mend.)***
Design	• Design a healthy 2-course meal using mostly whole foods in comparison to processed foods.		• Investigate and analyse a range of existing products and explain how upcycled products reduce waste. • Analyse how an invention or product has significantly changed or improved people's lives (sewing machine) & use hand stitches • Explore types of fastenings (include zips, press studs, Velcro and buttons.) • Design a bag to meet a set criteria
Make	• Discuss hygiene rules associated with food preparation • Make homemade bread using range of techniques such as kneading and baking. • Follow their own recipe that requires a variety of techniques		• Pin and tack fabrics in preparation for sewing including hem • Know that pinning with dressmaker pins and tacking with quick, temporary stitches holds fabric together in preparation for and during sewing. • Use a sewing machine (building on from Y4 – just hand sewing) Hand sew applique as decoration • Test & evaluate (design, function and sustainability)

Long Term Plan: Design Technology

Evaluate	• Critically evaluate the design, manufacture and fitness of their products. • Consider views of others and how these ideas will improve their work.		• Create a detailed comparative report about two or more products or inventions. • Products and inventions can be compared using a range of criteria, such as the impact on society, ease of use, appearance and value for money.
Technical Knowledge	• Understand and apply the principles of a healthy and varied diet. • Know that a processed food is changed during preparation and includes processes, such as cooking, freezing, pasteurising, or the addition of ingredients.		• It is important to understand the characteristics of different materials to select the most appropriate material for a purpose. This might include flexibility, waterproofing, texture, colour, cost and availability. • Pinning with dressmaker pins and tacking with quick, temporary stitches holds fabric together in preparation for and during sewing. • Fastenings hold a piece of clothing together. Types of fastenings include zips, press studs, Velcro and buttons.