

Design Technology Long Term Plan (Year A)

	Autumn Our World	Spring Space	Summer Lakes and Dales
KS1	Deep in the woods <i>What makes a good Christmas card? To design, make, evaluate and improve, To master the practical skills with materials to make a Christmas card with moving parts.</i> Design products that have a clear purpose and an intended user. <ul style="list-style-type: none"> • Make products, refining the design as work progresses. • Cut materials safely using tools provided. • Measure and mark out to the nearest centimetre. • Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). • Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). 	Up, up and away! <i>What would be a good design a space buggy? To master practical skills in constructions and mechanics to make a space vehicle.</i> <ul style="list-style-type: none"> • Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products. • Create products using levers, wheels and winding mechanisms. 	Paws, claws and whiskers <i>How to cook safely? To master practical skills in food by cooking with local produce; bread, milkshakes, soup</i> <ul style="list-style-type: none"> • Cut, peel or grate ingredients safely and hygienically. • Measure or weigh using measuring cups or electronic scales. • Assemble or cook ingredients.
LKS2	Tropics <i>To design, make, evaluate and improve, To master the practical skills Felt textiles and sewing.</i>	Space Race <i>To design, make, evaluate and improve, To master the practical skills Electrical circuit pictures.</i> <ul style="list-style-type: none"> • Create series and parallel circuits 	Prehistoric Cumbria <i>To design, make, evaluate and improve, To master the practical skills to Construct a bird box.</i>

<ul style="list-style-type: none"> • Design with purpose by identifying opportunities to design. • Make products by working efficiently (such as by carefully selecting materials). • Refine work and techniques as work progresses, continually evaluating the product design. • Use software to design and represent product designs. 	<ul style="list-style-type: none"> • Understand the need for a seam allowance. • Join textiles with appropriate stitching. • Select the most appropriate techniques to decorate textiles. 		<ul style="list-style-type: none"> • Choose suitable techniques to construct products or to repair items. • Strengthen materials using suitable techniques.
<p>UKS2</p> <p>Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).</p> <ul style="list-style-type: none"> • Make products through stages 	<p>Polar</p> <p><i>To design, make, evaluate and improve, To master the practical skills in textiles by exploring wool to keep warm.</i></p> <ul style="list-style-type: none"> • Create objects (such as a cushion) that employ a seam allowance. • Join textiles with a combination of stitching techniques (such as back 	<p>20th Century</p> <p><i>To design, make, evaluate and improve. To master the practical skills of Construction to make an 3D Alien.</i></p> <ul style="list-style-type: none"> • Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding) 	<p>World War 2</p> <p><i>To design, make, evaluate and improve, To master the practical skills of Food by looking at rationing menu.</i></p> <ul style="list-style-type: none"> • Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms).

<p>of prototypes, making continual refinements.</p> <ul style="list-style-type: none">• Ensure products have a high quality finish, using art skills where appropriate.• Use prototypes, cross-sectional diagrams and computer aided designs to represent designs.	<p>stitch for seams and running stitch to attach decoration).</p> <ul style="list-style-type: none">• Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion)		<ul style="list-style-type: none">• Measure accurately and calculate ratios of ingredients to scale up or down from a recipe.• Demonstrate a range of baking and cooking techniques.• Create and refine recipes, including ingredients, methods, cooking times and temperatures.
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