

Design Technology Long Term Plan (Year A)

	Autumn Our World	Spring Space	Summer Lakes and Dales
KS1	Deep in the woods	Up, up and away!	Paws, claws and whiskers
<ul style="list-style-type: none"> • Design products that have a clear purpose and an intended user. • Make products, refining the design as work progresses. • Use software to design. 	<p><i>What makes a good Moving picture?</i> To design, make, evaluate and improve, To master the practical skills with materials to make a picture with moving parts.</p> <ul style="list-style-type: none"> • Explore and use sliders and levers. Understand that different mechanisms produce different types of movement. Know and use technical vocabulary relevant to the project. • Plan by suggesting what to do next. • Select and use tools, explaining their choices, to cut, shape and join paper and card. • Use simple finishing techniques suitable for the product they are creating. <p>Using Project on a Page: Projects on a page\1 2 Sliders and levers.pdf</p>	<p><i>What would be a good design for Teddy's jacket?</i> To design and make a practical Teddy's jacket using joining and fastening fabrics.</p> <ul style="list-style-type: none"> • Understand how simple 3-D textile products are made, using a template to create two identical shapes. • Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling. • Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons. • Know and use technical vocabulary relevant to the project. <p>Using Project on a Page: Projects on a page\1 2 Templates and joining.pdf</p>	<p><i>How to cook safely?</i> To master practical skills in food by cooking with local produce to make milkshakes.</p> <ul style="list-style-type: none"> • Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely. • Select from a range of fruit according to their characteristics e.g. colour, texture and taste to create a chosen product <p>Using Project on a Page: Projects on a page\Adventurers\1 2 Preparing fruit and vegetables.pdf</p>

LKS2	Tropics	Space Race	Prehistoric Cumbria
<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. 	<p><i>To design, make, evaluate and improve, To master the practical skills of sewing to make a bendy bag.</i></p> <ul style="list-style-type: none"> • Plan the main stages of making. • Select and use a range of appropriate tools with some accuracy e.g. cutting, joining and finishing. • Select fabrics and fastenings according to their functional characteristics e.g. strength, and aesthetic qualities e.g. pattern. <p>Project on a Page:</p> <p>Projects on a page\Explorers\Bendy bags\3_4 2D shape to 3D product.pdf</p>	<p><i>To design, make, evaluate and improve, To master the practical skills using Levers and Linkages to make a space rock grabber.</i></p> <ul style="list-style-type: none"> • Order the main stages of making. • Select from and use appropriate tools with some accuracy to cut, shape and join paper and card. • Select from and use finishing techniques suitable for the product they are creating. <p>Project on a Page:</p> <p>Projects on a page\Explorers\Levers and Linkages\3_4 Levers and linkages.pdf</p> <p>See Chris Quigley folder: Linked Levers 2.4</p>	<p><i>To design, make, evaluate and improve, To master the practical skills using ways to prepare ingredients safely and hygienically</i></p> <ul style="list-style-type: none"> • Plan the main stages of a recipe, listing ingredients, utensils and equipment. • Select and use appropriate utensils and equipment to prepare and combine ingredients. • Select from a range of ingredients to make appropriate food products, thinking about sensory characteristics. <p>Project on a Page:</p> <p>Projects on a page\Explorers\Dips and Dippers\3_4 Healthy and varied diet.pdf</p>

UKS2	Polar	20 th Century	World War 2
<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 of prototypes, making continual refinements. • 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><i>To design, make, evaluate and improve, To master the practical skills in textiles to make a Christmas Decoration.</i></p> <ul style="list-style-type: none"> • Produce detailed lists of equipment and fabrics relevant to their tasks. • Formulate step-by-step plans and, if appropriate, allocate tasks within a team. • Select from and use a range of tools and equipment to make products that are accurately assembled and well finished. Work within the constraints of time, resources and cost. <p>Project on a Page:</p> <p>Projects on a page\Discoverers\Fabric Shapes\5_6 Combining different fabric shapes.pdf</p>	<p><i>To design, make, evaluate and improve. To master the practical skills understanding about food hygiene, nutrition, healthy eating and a varied diet to make Fairtrade Cookies.</i></p> <ul style="list-style-type: none"> • Write a step-by-step recipe, including a list of ingredients, equipment and utensils • Select and use appropriate utensils and equipment accurately to measure and combine appropriate ingredients. • Make, decorate and present the food product appropriately for the intended user and purpose. <p>Project on a Page:</p> <p>Projects on a page\Discoverers\Food and cooking\5_6 Celebrating culture and seasonality.pdf</p>	<p><i>To design, make, evaluate and improve, To master the practical skills of mechanisms looking at CAMS</i></p> <ul style="list-style-type: none"> • Produce detailed lists of tools, equipment and materials. Formulate step-by-step plans and, if appropriate, allocate tasks within a team. • Select from and use a range of tools and equipment to make products that that are accurately assembled and well finished. Work within the constraints of time, resources and cost. <p>Project on a Page:</p> <p>Projects on a page\Discoverers\Mechanisms</p>