

Design Technology Long Term Plan (Year B)

	Autumn Our Amazing Bodies	Spring Great Structures of the World	Summer Journeys
KS1	Digging for Treasure	Crackers and Construction	Stories around the world
<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>How to make a toy? To master basic skills with Mechanism.</i></p> <ul style="list-style-type: none"> • Select from and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing. • Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics. <p>Project on a Page:</p> <p>Projects on a page\Adventurers\Mechanisms</p>	<p><i>How to make a Stir fry/spring roll? To master basic techniques with basic chopping techniques and safely using tools provided.</i></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 and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product. <p>Project on a Page:</p> <p>Projects on a page\Adventurers\Food</p>	<p><i>How to make a puppet? To design, make, evaluate and improve, To master the practical skills with textiles to make a puppet.</i></p> <ul style="list-style-type: none"> • Shape textiles using templates. • Join textiles using running stitch. • Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing). <p>Project on a Page:</p> <p>Projects on a page\Adventurers\Sewing</p>

<p>LKS2</p> <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>Going for Goals</p> <p><i>To design, make, evaluate and improve. To master the practical skills with Food to make an energy bar/Flapjack.</i></p> <ul style="list-style-type: none"> • Prepare ingredients hygienically using appropriate utensils. • Measure ingredients to the nearest gram accurately. • Follow a recipe. • Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking). <p>Projects on a page\Explorers</p>	<p>Rome wasn't built in a day</p> <p><i>To design, make, evaluate and improve. To master the practical skills of Sewing to make a Roman Purse.</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>Projects on a page\Explorers\Sewing</p>	<p>Invaders</p> <p><i>To design, make, evaluate and improve. To master the practical skills with Mechanism to build a flying dragon.</i></p> <ul style="list-style-type: none"> • Order the main stages of making <p>Use annotated sketches and prototypes to develop, model and communicate ideas.</p> <p>Select from and use appropriate tools with some accuracy to cut, shape and join paper and card.</p> <p>Select from and use finishing techniques suitable for the product they are creating.</p> <p>Projects on a page\Explorers\Levers and Linkages</p>
<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>Blood, Boils and Bile</p> <p><i>To design, make, evaluate and improve. To master the practical skills with Food to make Bread.</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. 	<p>Ancient Egyptians</p> <p><i>To design, make, evaluate and improve. To master the practical skills with Sewing to make a cushion with applique.</i></p> <ul style="list-style-type: none"> • Produce detailed lists of equipment and fabrics relevant to their tasks. <p>Formulate step-by-step plans and, if appropriate, allocate tasks within a team.</p>	<p>Transport and Trade</p> <p><i>To design, make, evaluate and improve. To master the practical skills with Pulleys to build a Fairground ride.</i></p> <p>*Trip to Blackpool Pleasure Beach*</p>

<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>Make, decorate and present the food product appropriately for the intended user and purpose.</p> <p>Projects on a page\Discoverers\Food and cooking</p>	<p>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> <p>Projects on a page\Discoverers\Fabric Shapes</p>	<p>Projects on a page\Discoverers\Mechanisms</p>
--	--	--	--