

DT long-term plan

Key Stage 1

Y1 or A	<p>Mechanisms Sliders and levers Design, make and evaluate Christmas cards with a slider/lever to convey a message of seasons greetings to a friend/family member.</p>	<p>Textiles Templates and joining techniques Design, make and evaluate an item of clothing for a monarch in formal dress e.g. a cape</p>	<p>Food Preparing fruit and vegetables (including cooking and nutrition requirements for KS1) Design, make and evaluate a healthy snack to sell at sports day</p>
Y2 or B	<p>Structures Freestanding structures Design, make and evaluate a temporary structure for an explorer to shelter from the elements.</p>	<p>Food Preparing fruit and vegetables (including cooking and nutrition requirements for KS1) Design, make and evaluate an African inspired food snack</p>	<p>Mechanisms Wheels and axles Design, make and evaluate Victorian fairground rides which use wheels and axles</p>

Early Key Stage 2

Y3 or A	<p>Mechanical Systems Levers and linkages Design, make and evaluate traps used by the Egyptians to keep their treasures safe from thieves.</p>	<p>Structures Frame structures Design, make and evaluate frame structures of building to withstand earthquakes with minimal damage.</p>	<p>Electrical Systems Simple circuits and switches (including programming and control) Design, make and evaluate local lighthouses and create a model of one using electrical circuits</p>
Y4 or B	<p>Structures Shell structures (including computer-aided design) Design, make and evaluate shield formations as defences and used in the Roman times</p>	<p>Food Healthy and varied diet (including cooking and nutrition requirements for KS2) Design, make and evaluate food obtained from the Amazon and create an Amazonian healthy snack</p>	<p>Textiles 2-D shape to 3-D product Design, make and evaluate stone age textiles, including animal skins (faux) and weaved rugs/items.</p>

Late Key Stage 2

Y6 or B

<p>Mechanical Systems Pulleys or gears Design, make and evaluate Ancient Greek pulleys</p>	<p>Electrical Systems More complex switches and circuits (including programming, monitoring and control) Design, make and evaluate renewable power sources to create useful electrical products for a fossil fuel free future</p>	<p>Food Celebrating culture and seasonality (including cooking and nutrition requirements for KS2) Design, make and evaluate island and coastal inspired food to create a delicious healthy snack</p>
<p>Textiles Combining different fabric shapes (including computer-aided design) Design, make and evaluate fashion through the 1900s to create a “make do and mend” fashion show showcasing the style of the time with the make do and mend spirit</p>	<p>Structures Frame structures Design, make and evaluate bird hides so nature enthusiasts can learn about the species of birds in the UK and locally to Wickhambreaux.</p>	<p>Food Celebrating culture and seasonality (including cooking and nutrition requirements for KS2) Design, make and evaluate Mayan farming methods and create a Mayan inspired snack.</p>