



Design Technology- Long-Term

-See Vocabulary for each year group [here](#)
 -See [Early Years Curriculum here](#) (see 'Expressive Arts and Design' pg 123)
 -See [National Curriculum here](#)
 -See termly subject 'events' that are planned to raise profile of DT

Year Group	Aut 1	Aut 2	Sp 1	Sp 2	Su 1	Su 2
Year R	Humpty Dumpty Cutting skills, Tracing Weaving- Old Lady who lived in shoe Incy Wincy Spider hand printing. Collage of little red hen Autumn Tree finger paint	Creating/designing germ poster	Moulding salt dough into Dinosaur bones My Needs matching game Healthy eating shop Looking at the amount of sugar in drinks	Building and testing bridges for emergency vehicles to cross Exploring special clothes: waterproof and reflective materials Spring flowers- colour mixing	Threading- beanstalks Playdough dinner- moulding playdough and using cutlery to cut 'food' up Garden collages Cutting skills to create spirals for beanstalks	Design a jellyfish Tuff tray juice station- design a healthy drink for the Bees Sunset paintings- exploring watercolour



Year 1	Smoothies	Wheels and Mechanisms	Moving Pictures- Billy Goat's Gruff using Sliders	_____	Puppets	Windmills
Year 2	Moving Monsters	Balanced Diet	Ferris Wheels Baby Bear's Chair	_____	_____	Textiles-sewing pouches
Year 3	Pneumonic toys	Textiles/Cushions (adapted to make xmas decorations for a tree)	_____	Castles and Fortifications	Static Electricity Game	Eating Seasonally
Year 4		Pavilions	Adapting a recipe	Slingshot cars	Fastenings	Torches
Year 5		Stuffed toys	What could be healthier?	Electronic greetings cards (Easter)	Bridges	Pop-up books
Year 6	Electrical steady hand game	Automata toys	Waistcoats		Come Dine With Me	Playgrounds

Design/Make/Evaluate/Nutrition & Cooking