

Design Technology Long Term Plan

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Year 1		Topic: Memory Box Strand: Technical knowledge (structures) Outcome: Design and make a memory box			Topic: Moon Zoom Strand: Technical knowledge (mechanisms) Outcome: To make a Space-themed picture with moving parts	Topic: Our Local Area Strand: Cooking & nutrition Outcome: Design and make a sandwich
Year 2		Topic: Wonderful Wythenshawe Strand: Technical knowledge (textiles) Outcome: To create a diversity-inspired section for a patchwork quilt		Topic: Explorers Strand: Technical knowledge (mechanisms) Outcome: Create a moving explorers buggy		Topic: Beachcombers Strand: Cooking and nutrition Outcome: Design and make a fruit salad/kebab
Year 3		Topic: Stone Age Strand: Technical knowledge (structures) Outcome: To design and make a Stone Age-inspired structure/shelter		Topic: Ancient Greeks Strand: Technical knowledge (structures & mechanisms) Outcome: : To design and make a moving vehicles e.g. chariot	Topic: Farm to Fork Strand: Cooking & nutrition Outcome: Design and make a smoothie	
Year 4	Topic: Invaders & Settlers: Romans and Anglo-Saxons Strand: Cooking and nutrition		Topic: Natural Disasters Strand: Technical knowledge (electrical systems)		Topic: Vikings Strand: Technical knowledge (textiles)	

	Outcome: To make Roman Bread		Outcome: Create an earthquake warning alarm using moving mechanisms.		Outcome: Create a Viking Purse	
Year 5	Topic: The Egyptians Strand: Mechanisms (levers and pulleys) Outcome: Create an Egyptian 'shaduf' containing a mechanism (or similar invention) to make life easier for people.		Topic: Hola Mexico Strand: Cooking and nutrition Outcome: : To research, plan, source and make a hot dish			Topic: Londinium Strand: Mechanisms (cams, gears and pulleys) Outcome: Movable bridge/landmark
Year 6	Topic: The Tudors: Crime and Punishment Strand: Cooking and nutrition Outcome: Plan a recipe to create a dish with hot & cold elements e.g. gingered bread, vegetable pottage, Tudor boiled & baked ham	Topic: Frozen Kingdom Strand: Textiles Outcome: Design and make an Arctic Explorer's utility bag.				Topic: The Island Strand: Structures & mechanisms Outcome: Create a fantasy-inspired board game containing 2D& 3D features for a specific audience.