

Scotton Lingerfield Primary School

Design and Technology Long term plan

Updated November 2023

Year A				
	Rec	Year 1/2	Year 3/4	Year 5/6
Aut 1	<p>Through planned activities and opportunities for deliberate practice in continuous provision, children develop their skills and knowledge in design technology. They progressively learn to use a range of tools safely. They learn how to plan a model, choose appropriate materials and how to join materials in a range of ways. This leads to creating finished products such as a boat that floats, soup, litterbugs in addition to learning early sewing skills.</p> <p>Children will be able to make predictions and evaluate their products and say what they would do differently the next time.</p>	Food: Fruit and vegetables	Foods: eating seasonally	Mechanical systems – Making a pop-up book
Aut 2				
Spr 1		Structure: Constructing windmills	Structures: Pavilions	Textiles – Waistcoats
Spr 2				
Sum 1		Textiles - puppets	Mechanical systems : Making a slingshot car	Digital world – Navigating the world
Sum 2				

Year B				
	Rec	Year 1/2	Year 3/4	Year 5/6
Aut 1	<p>Through planned activities and opportunities for deliberate practice in continuous provision, children develop their skills and knowledge in design technology. They progressively learn to use a range of tools safely. They learn how to plan a model, choose appropriate materials and how to join materials in a range of ways. This leads to creating finished products such as a boat that floats, soup, litterbugs in addition to learning early sewing skills.</p> <p>Children will be able to make predictions and evaluate their products and say what they would do differently the next time.</p>	Mechanisms: Making a moving monster	Structure: creating a castle	Frame structures - Playgrounds
Aut 2				
Spr 1		Structure: Baby bear’s chair	Electrical systems – torches	Electrical systems - Doodlers
Spr 2				
Sum 1		Mechanism: Fairground wheel	Digital world: Electronic charm	Food – What could be healthier?
Sum 2				