



## D&T Long term plan 2023-2024

| 2023- 2024          | Autumn 1   | Autumn 2  | Spring 1   | Spring 2  | Summer 1  | Summer 2   |
|---------------------|--|---|--|---|---|--|
|                     | <p>DT will be explored through two areas of learning: Knowledge and Understanding of the World and Creative Development.</p> <p>Children will discuss the purposes of designing and making tasks.<br/>Children will learn how to join, measure, cut as well as finishing techniques.<br/>Children will evaluate, using words to explain such as 'longer', 'shorter'.</p> |   |  |   |   |  |
| Puffins (Y1/2)      |  | <p>Vehicles: Wheels and axles</p> <p>Make a toy for Year R to play with.</p>  | <p>Textiles</p> <p>Waterproof protection for a teddy using materials and joining them together using an appropriate method</p> |   |   | <p>Food technology</p> <p>Design a healthy sandwich for a picnic using cutting and spreading skills and exploring healthy eating</p>                             |
| Kingfishers (Y2/3)  |  | <p>Textiles</p> <p>Patchwork Quilt – sewing using sewing needles.<br/>Designing a pattern and creating a whole class quilt</p>                      | <p>Pneumatic aliens</p> <p>Creating a working mechanism which will move an object.</p>   |   |   | <p>Recycled plastics to make a product</p> <p>Making a toy out of recycling which could be played with by a younger child, using a range of joining methods.</p> |
| Sparrowhawks (Y3/4) |  | <p>Make a musical instrument</p> <p>Exploring pitches with different musical instruments such as rubber bands or beads.</p>                         |  | <p>Food</p> <p>Making a hot chocolate using a pestle and mortar to grind.</p> | <p>Electrical games</p> <p>Making a wire loop games build and test their own wire loop game, whilst learning about conductors and insulators, switches and series and parallel circuits</p> |  |
| Housemartins (Y5/6) | <p>Electrical systems</p> <p>A working torch using switches</p>  | <p>Sewing textiles</p> <p>Bags linked to learning in other areas of the curriculum. Creating an emblem and attaching using a method of joining.</p> |  |   |   | <p>Fairground games</p> <p>Using motors and electrical to make moving prototypes of fairground games which move.</p>   |