



DT Long term plan Cycle A

CYCLE A	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
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: Pouches</p> <p>Design and make a pouch to keep something valuable in to take on a journey</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 (Y4/5)		<p>Make a musical instrument</p> <p>Exploring pitches with different musical instruments such as rubber bands or beads.</p>		<p>Food</p> <p>Design and make a healthy cereal bar.</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>Wobbler Bots- electrical system</p> <p>Using a motor, battery pack and a body</p>