

Design and Technology Curriculum Long Term Plan 2024-25

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 1
EYFS	Junk modelling - the function of a product. Exploring materials through junk modelling, children develop their scissor skills and awareness of different materials and joining techniques. Children begin to make verbal plans and material choices before starting, and problem solve while making their model. (6 lessons)	Cooking and Nutrition- Soup Develop their cutting and joining skills. Learning about vegetables and where they come from while preparing to make a soup. Children describe the taste of a range of vegetables and design a soup recipe as a class. They practise cutting skills and prepare the vegetables for their class soup before testing the final product.	Textiles- Bookmarks Developing fine motor skills through a range of threading activities before moving on to use binka and a needle. Children design a bookmark, considering what to include and why and then follow their designs to complete their bookmarks.	Structures- Boats Considering the properties of materials through water play, children discover which materials are waterproof and whether they float or sink. Children evaluate a variety of boats and use their new-found knowledge to design and make a boat that is waterproof and floats.	Cooking and Nutrition- Fruit Kebabs Develop their cutting and joining skills. Learning about fruits and where they come from while preparing to make a kebab. Children describe the taste of a range of fruits and design a fruit kebab as a class. They practise cutting skills and prepare the fruits for their fruit kebabs before testing the final product.	Cooking and nutrition: making pizza Cutting, grating and chopping ingredients. Designing, making and evaluating pizza and taste testing the final product.
Year 1	Mechanisms: Making a moving storybook Explore slider mechanisms and the movement they output to design, make and evaluate a moving storybook from a range of templates.	Structures: Constructing a windmill Exploring windmills, identifying their key features and constructing a windmill, this unit	Textiles: Puppets Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating.	Mechanisms: Wheels and axles Learn about the key parts of a wheeled vehicle, to develop an understanding of how wheels, axles and axle holders	Cooking and nutrition: Smoothies Cutting and juicing fruits and vegetables to create a smoothie that meets a design brief, this	Cooking and nutrition: making soda bread Measuring and weighing ingredients and following a recipe. Designing, making and evaluating

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		includes a new windmill design for a new client.	Example theme: Storybook character. Alternative theme: Easter animals. (4 lessons)	work. Design and make a moving vehicle. (4 lessons)	unit gives the children opportunities to develop food preparation skills with an increased focus on taste testing and ingredient choices.	soda bread and taste testing the final product.
Year 2	Mechanisms- Fairground wheel Designing and creating a functional fairground wheel, children consider how the different components fit together so that the wheel rotates and the structure stands freely. They select appropriate material properties and develop their cutting and joining skills. Research existing structures and survey to further inform the design.	Balanced diet Exploring and learning what forms a balanced diet , pupils taste test ingredient combinations from different food groups to inform a wrap design of their choice which will include a healthy mix of protein, vegetables and dairy.	Mechanisms- Making a moving monster Explore levers, linkages and pivots through existing products and experimentation, use this research to construct and assemble a moving monster. Example theme: Moving monsters. Alternative theme: Easter – Mechanical animal	Structures: Baby Bear's chair Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use.	Textiles: Pouches Learn how to sew a running stitch ready to design, make and decorate a pouch using a template.	Cooking and nutrition: making bread Measuring and weighing ingredients and following a recipe. Designing, making and evaluating bread and taste testing the final product.