SUBJECT – DT Long Term Curriculum Plan

YEAR	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
EYFS	**Structures – Junk Modelling** Investigating materials and construction techniques using junk modelling while developing scissor skills and joining methods. **ELG – Expressive Art & Design – Creating with Materials / Physical Development – Fine Motor Skills**		**Textiles – Bookmarks** Developing fine motor skills through a range of threading activities before moving on to use a binka and a needle. **ELG – Physical Development – Fine Motor Skills**		**Structures - Boats** Children explore what is meant by 'waterproof', 'floating' and 'sinking', then experiment and make predications with various materials to carry out a series of tests. They learn about the different features of boats and ships before investigating their shape and structures to build their own. **ELG – Understand the World – The Natural World.**	

PL = Prior Learning

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YEAR ONE	**Stable Structures** Children explore the stability of structures and making a stable pencil pot for a specific user. PL – Structure Boats NC: Structures		**Puppets** Developing textile skills to design and create hand puppets based on characters from a well-known fairytale. PL – Bookmarks NC: Textiles		**Smoothies** Children handle and explore fruit and vegetables and learn how to identify which category they fall into, before understanding taste testing to establish their chosen ingredients for the smoothie they will make. NC: Cooking & Nutrition	

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YEAR TWO		**A Chair for a Bear** Investigating strong shapes and the properties of stiff and flexible materials by designing a chair inspired by the story 'There's a Bear on My Chair'. PL – Stable Structures NC: Structures		**Fairground Wheel** Designing and creating a functional fairground wheel so that the wheel rotates and the structure stands freely. NC: Mechanisms		**Making a Moving Monster** Explore pivot, lever and linkage mechanisms through designing a moving monster and mechanical parts. PL – Fairground Wheel NC: Mechanisms

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YEAR THREE	**Digital World – Wearable Technology** Developing an understanding of programmable products by designing, coding and promoting wearable technology for use in low-light conditions. NC: Electrical Systems		**Structures – Constructing a Castle** Exploring the features and structures of castles through designing and making a model castle. PL – A Chair for a Bear NC: Structures		**Eating Seasonally** Investigating seasonal food in the UK and applying pupils' understanding to create a seasonal food tart. PL – Smoothies NC: Cooking and Nutrition	

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YEAR	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
YEAR FOUR		**Structures – Pavillions** Examining pavilion structures and learning how they are designed for strength, stability and purpose. PL – Constructing a Castle NC: Structures		**Mechanical Cars** Exploring mechanical systems by building and testing prototype cars to identify effective design features. NC: Mechanical Systems		**Torches** Applying scientific understanding of electrical circuits through designing and making a torch using recycled and reclaimed materials. PL – Wearable Technology NC: Electrical Systems

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