



Bricknell Primary School

Design and Technology Long Term Plan

Key concepts:

The Design and Technology curriculum is structured into five **key concepts**:

- **Designing**
- **Making**
- **Evaluating**
- **Technical Knowledge**
- **Cooking and nutrition**

Second order concepts:

These second order concepts will be explored and developed throughout the D&T curriculum as pupils move through the school:

- **Responsibility:** (working safely, how design can solve problems, choosing the right materials, responsibilities to customers to ensure quality / reliable products, healthy eating, quality ingredients)
- **Similarity and difference:** (making comparisons, noting differences and drawing conclusions)
- **Cause and consequence:** (identifying how things work, how an action can cause change/movement)
- **Significance:** (significant designers and designs, real world examples of effective and successful products)
- **Written and oral expression:** (Using terminology, evaluating, creating accurate designs, labelling and annotating, explaining processes, presenting)

DT Whole School Overview

	Autumn	Spring	Summer
Year 1	Year 1 are making animal sock puppets to co-inside with their theme- Animal Kingdom. I can tell you where my food comes from (linked to science).	Cinderella's mop– exploring materials and looking at suitable materials to make a mop based on absorbency. (Science link)	Year 1 are making moving story book– focus on mechanisms, sliders, wheels and levers.
Year 2	Build and construct the Houses of Parliament – linked to the Gunpowder Plot		Year 2 are using their knowledge of nutrition to make their own Healthy fruit smoothies.
Year 3	Year 3 are making Hull Fair rides linked to Science.	During their Stone Age History topic, Year 3 are comparing modern food to foods from the Stone Age.	As part of their Greek topic, Year 3 are designing and making a Greek inspired piece of clothing.
Year 4	During their World War 2 topic, Year 4 are creating healthy dishes for a Victory street party. (History link) Following research, Year 4 will design, make and evaluate models of Air Raid shelters.	Roman catapults using a mechanical element.	Year 4 will develop their wood work skills by completing a moving toy project.
Year 5	Year 5 are learning about food miles and will link their learning to Science. Year 5 will research how food is handled and packaged. They are designing their own food packaging using computer software.	Year 5 are using a CAD computer programme to design a structure.	Will further develop their woodwork skills by designing and making an Anglo Saxon house.
Year 6	Year 6 will complete a Mayan mask project and think of a way to display their pieces using electrical components and lighting.	Year 6 will use their knowledge of nutrition and healthy food to create simple healthy meals and snacks independently. Year 6 will use an ICT control programme.	