DT	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
LTP						
Reception	All about me	Terrific Tales	Amazing animals	Come outside	Ticket to ride	Fun at the seaside
Reception	Make use of		Amazing ammais		<u>Incket to fide</u>	<u>Full at the seaside</u>
		Cooking baking brood	Making different	lunk modelling	lunk modelling	Maka ayun alay fassila
	props and	Cooking - baking bread	Making different	Junk modelling	Junk modelling	Make own clay fossils
	materials when	and gingerbread men	hibernation habitats	Bug hotel	Making own	Food tasting
	role playing			Fastenings	transport	
	characters in					
	narratives and					
	stories.					
Year 1	<u>Smoothie</u>			Mechanics and Materials		Frame Structures.
	Food					Construction
	Master Practical			Master Practical Skills		
	Skills					Design and make a swing.
	Cut, peel and grate ingredients safely			• Create products using levers, wheels and		 Analyse and annotate
	and hygienically.			winding mechanisms.		existing products for
	and hygierneany.			winding meenanisms.		inspiration and
	Measure or weigh			Cut materials safely		understanding.
	using measuring			using tools provided.		• Design products that
	cups or scales.					have a clear
				 Measure and mark out 		purpose and an
	Assemble or cook			to the nearest centimetre.		intended user.
	ingredients.					 Suggest improvements
	.			Demonstrate a range of		to existing designs.
	Design, make, evaluate and			cutting and shaping techniques (such as		 Make products, refining the design as
	improve			tearing, cutting, folding		work progresses.
	Design products that			and curling).		• Cover all the different
	have a clear purpose					types of structure for
	and have an			• Demonstrate a range of		evaluative process,
	intended user.			joining techniques (such		nuanced understanding
				as glueing, hinges or		and analysis.

	Make products,		combining materials to		• Finger Fluency: children
	refining the design		strengthen).		need to work on
	as work progresses.				building skills
			Design, make, evaluate		
	Take inspiration		and improve		
	from design				
	throughout history		 Design products that 		
			have a clear purpose and		
	Explore how		an intended user.		
	products have been				
	created.		 Make products, refining 		
			the design as		
	Explore objects and		work progresses.		
	designs to identify				
	likes and dislikes.				
			Take inspiration from		
	HANDA'S SURPRISE		design throughout		
			history		
	A CONTRACTOR OF T		instol y		
			Explore how products		
	Deting		have been created.		
	Alphabet		have been created.		
	Fruita & Vegetables from A to Z		Evelope chicate and		
			Explore objects and		
			designs to identify likes		
	Oliver's Fruit Salad		and dislikes.		
	Virian French Minimud by Alisen Harden				
	a com				
Year 2	Levers *	Portable Snacks *		<u>Textiles</u> *	
	Master Practical	Designing, creating and		Designing, create and	
	<u>Skills</u>	evaluating a portable		evaluating a pouch	
				0	
	Materials	····· (P·)		Master Practical Skills	
		Master Practical Skills			
				Textiles	
		Food		Textiles	
		1000		Shane textiles using	
	Ivicasule allu IIIdi K				
				templates.	
	<u>Skills</u> <u>Materials</u> Cut materials safely using tools provided. Measure and mark	evaluating a portable snack (pizza) <u>Master Practical Skills</u> Food		evaluating a pouch <u>Master Practical Skills</u> Textiles Shape textiles using templates.	

out to the nearest • Cut, peel and grate Join textiles using ingredients safely and centimetre. running stitch. hygienically. Colour and decorate Demonstrate a • Measure or weigh using textiles using a number range of cutting and measuring cups or scales. of techniques (adding •Assemble or cook shaping techniques sequins). ingredients. (such as tearing, cutting, folding and Take inspiration from curling). Design, make, evaluate, design throughout Demonstrate a and improve history range of joining techniques (such as Design products that **Explore objects and** glueing, using hinges have a clear purpose and designs to identify likes or combining an intended user. and dislikes of the materials to Make products, refining designs Suggest improvements to strengthen). the design as work progresses. existing designs. **Take inspiration** Use software to design. **Explore how products** from design Explore have been created Take inspiration from objects and designs design throughout Design, make, evaluate to identify likes and <u>history</u> and improve dislikes. Suggest Design products that improvements to Explore objects and have a clear purpose and existing designs. designs to identify likes an intended user. **Explore** how and dislikes of the Make products, refining products have been designs. the design as created. Suggest improvements to work progresses. existing designs. Explore Use software to design. Design, make, how products have been evaluate and created improve Making a pouch Design products that have a clear purpose and an intended user. Make products, refining the design as work progresses.

Year 3	Food	Pneumatic monsters	Textiles
	Dips for a Christmas party	Use scientific knowledge	Egyptian collars
		of the transference of	
		forces to choose	Join textiles with
	Prepare ingredients	appropriate mechanisms	appropriate stitching.
	hygienically using appropriate	for a product (such as	Select the most
	utensils.	levers, winding	appropriate techniques
	Measure ingredients to the	mechanisms, pulleys and	to decorate textiles.
	nearest gram accurately.	gears).	
	Follow a recipe.	Design with purpose by	
	Assemble or cook ingredients	identifying opportunities	Design, make evaluate
	(controlling the temperature	to design.	and improve
	of the oven or hob, if	Make products by	
	cooking).	working efficiently (such	Design with purpose by
		as by carefully selecting	identifying opportunities
	Design, make evaluate and	materials).	to design.
	<u>improve</u>		Make products by
			working efficiently
	Design with purpose by		(such as by carefully
	identifying opportunities to	Design, make evaluate	selecting materials).
	design.	and improve	Refine work and
	Make products by working		techniques as
	efficiently (such as by	Design with purpose by	work progresses,
	carefully selecting materials).	identifying opportunities	continually evaluating
	Refine work and techniques as	to design.	the product design.
	work progresses, continually	Make products by	Use software to design
	evaluating the product design.	working efficiently	and represent
		(such as by carefully	product designs.
		selecting materials).	
		Refine work and	
		techniques as	
		work progresses,	
		continually evaluating	
		the product design.	
Year 4	Paper circuits - Christmas	Vegetable soup	Construction
	<u>cards</u>	Food	Bridge structure
	Electrical and Electronics		Construction
		Master Practical Skills	
	Master Practical Skills		Master Practical Skills
		 Prepare ingredients 	
		hygienically	

Create series and parallel	using appropriate	Cut materials accurately
circuits	utensils.	and safely by selecting
circuits		appropriate tools.
Design, make evaluate and	 Measure ingredients to 	appropriate tools.
improve	the nearest	 Measure and mark out
Improve	gram accurately.	to the nearest millimetre.
• Design with purpose by		
identifying opportunities to	 Follow a recipe. 	 Apply appropriate
design.	Assemble or cook	cutting and
		shaping techniques that
 Make products by working 	ingredients (controlling the temperature of the	include cuts within
efficiently (such as by carefully	· · · · · · · · · · · · · · · · · · ·	the perimeter of the
selecting materials).	oven or hob, if cooking).	material (such as slots or
	Design make evoluate	cut outs).
Refine work and techniques	Design, make evaluate	
as work progresses, continually	and improve	Select appropriate
evaluating the product design.	Design with purpose by	joining techniques.
Take inspiration from design	identifying opportunities	Choose suitable
throughout history	to design.	techniques to
tinoughout history	נט עבאצוו.	construct products or to
Identify some of the great	Make products by	repair items.
designers in all of the areas of	working efficiently	
study (including pioneers	(such as by carefully	 Strengthen materials
in horticultural techniques) to	selecting materials).	using suitable
		techniques.
generate ideas for designs.	 Refine work and 	
Improve upon existing	techniques as	Design, make evaluate
designs, giving reasons for	work progresses,	and improve
choices.	continually evaluating the	
	product design.	 Design with purpose by
Disassemble products to	• Use software to design	identifying opportunities
understand how they work.		to design.
	and represent	Make products by
	product designs.	• Make products by working efficiently
	Take inspiration from	
	design throughout	(such as by carefully
	history	selecting materials).
		Refine work and
	 Identify some of the 	techniques as
	great designers in all of	work progresses,
	the areas of study	continually evaluating the
		product design.
	(including pioneers	I product design

 ideas for designs. Improve upon existing designs, giving reasons for choices. Disassemble products to understand how they work. Identify great des the areas (including in horticut 	designs. biration from broughout y some of the signers in all of s of study
 Improve upon existing designs, giving reasons for choices. Disassemble products to understand how they work. Identify great design the areas (including in horticut) 	designs. biration from broughout y some of the signers in all of s of study
 Improve upon existing designs, giving reasons for choices. Disassemble products to understand how they work. Identify great des the areas (including in horticut) 	viration from proughout y some of the signers in all of s of study
choices. • Disassemble products to understand how they work. • Identify great des the areas (including in horticut	roughout y some of the signers in all of s of study
 Disassemble products to understand how they work. Disassemble products Identify great des the areas (including in horticut 	y some of the signers in all of s of study
Disassemble products to understand how they work. great des the areas (including in horticul	signers in all of s of study
I dentify work.	signers in all of s of study
work. great des the areas (including in horticu	signers in all of s of study
the areas (including in horticut	s of study
(including in horticut	
in horticu	
	es) to generate
ideas for	
• improv	e upon existing
	giving reasons for
choices.	, ,
A Disperse	mble products
	mble products stand how they
work.	
	dge - make
Indext labyrinths Indext labyrinths Indext labyrinths Indext labyrinths	ags to carry
Construction polar scientist. Jackfield	<u>ds tiles.</u>
Food	
Take inspiration from Textiles	and
design throughout Take inspiration from Materia	als
history. modern day design	
Take ins	spiration from
	throughout
marble maze games, from existing history.	•
what helps them to work products (energy	
(gravity)? what is bars). Examine • Exami	ine examples
	cloth bags
	ctorian era.
product's purpose, What st	titching was
the users and how it used? W	Vhat
Master Practical Skills is designed. materia	l? Why is it

Develop a range of		effective? what could
practical skills to create	Master Practical	be improved?
products (such as cutting,	Skills	
drilling and screwing,		 Look at more
nailing, gluing, filing and	 Demonstrate a 	modern day
sanding).	range of baking and	examples of
	cooking techniques.	bags/purses. Pay
		attention to
Design, make, evaluate	Understand the	fastenings, stitching,
and improve	importance of correct	material etc.
	storage and handling	
Make labyrinths.	of ingredients (using	Master Practical
Wooden structures.	knowledge of	Skills
	micro-organisms).	
Develop a range of		Cut materials with
practical skills to create	Measure	precision and refine
products (such as cutting,	accurately and	the finish with
drilling and screwing,	calculate ratios of	appropriate tools
nailing, gluing, filing and	ingredients to scale	(such as sanding
sanding)	up or down from a	wood after cutting or
	recipe.	a more precise
Assess the effectiveness		scissor cut after
of the product, evaluate	Design, make,	roughly cutting out a
and think about changes	evaluate and	shape).
that could be made to	improve	
improve		Choose appropriate
	Create and refine	tools to cut and
	recipes, including	shape (such as the
	ingredients, methods,	nature of fabric may
	cooking times and	require sharper
	temperatures.	scissors than would
		be used to cut
	• Taste and assess	paper).
	flavour, energy giving	
	properties, ease of	

		cooking, changes to	 Create objects
		product or to the	(such as a cushion)
		process of making it.	that employ a seam
			allowance.
			anonancei
			 Join textiles with a
			combination of
			stitching techniques
			(such as back stitch
			for seams and
			running stitch to
			attach decoration).
			,
			Design, make,
			evaluate and
			improve
			mprove
			• Show an
			understanding of the
			qualities of materials
			qualities of materials
			Characteristic in the
			Choose appropriate
			tools to cut and
			shape (such as the
			nature of fabric may
			require sharper
			scissors than would
			be used to cut
			paper).
			• Use precise
			measurements to
			ensure the bag is fit
			for purpose.

			Assess/evaluate effectiveness of item created. suggested changes to improve the item.
Year 6	Stollen Food Take inspiration from design throughout history • Learn about the origins of stollen, its traditional use and links to christmas. Practical or traditionals reasons for	Anderson Shelters Construction Materials Take inspiration from design throughout history • Examine the origins of Anderson Shelters, why they were used, how effective the materials were etc.	Fiver Challenge Subject areas vary according to what each team chooses to make. Covering: Food Construction Materials Mechanics Textiles Electricals and electronics
	 why certain ingredients were used. Taste samples and assess properties. Master Practical Skills Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. Design, make, evaluate and improve Create and refine recipes, including ingredients, methods, 	Materials were etc. Master Practical Skills • Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape).	Take inspiration from design throughout history• Children are self motivated to research their products, comparing them to and being inspired by existing products.Master Practical Skills

cooking times and		Develop a range of
temperatures.	Design, make,	practical skills to
	evaluate and	
Understand the	improve	create products (such
importance of correct		as cutting, drilling
	• Show an	and screwing, nailing,
storage and handling of	understanding of the	gluing, filing and
ingredients (using	qualities of materials	sanding).
knowledge of		
micro-organisms).	Choose appropriate	Design, make,
	tools to cut and	evaluate and
• Evaluate and improve	shape (such as the	improve
recipes assessing	nature of fabric may	
ingredients, cooking	require sharper	Ensure products
times, practical issues.	scissors than would be used to cut	have a high quality
		finish, using art skills
	paper).	where appropriate.
	• Use prototypes,	
	cross-sectional	
	diagrams and	
	computer aided	
	designs to represent	
	designs.	
	-	
	Wartime cooking	
	Food	
	Master Practical	
	Skills	
	Demonstrate a	
	range of baking and	
	cooking techniques.	

	Design, make, evaluate and improve • Create and refine recipes, including		
	ingredients, methods, cooking times and temperatures.		
	• Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms).		
	• Evaluate and improve recipes assessing ingredients, cooking times, practical issues.		