

Clifton Primary School – D&T Curriculum Long Term Plan



		Autumn	Spring	Summer
Early Years	Cycle A	<p>Marvellous Me</p> <ul style="list-style-type: none"> -Self-portrait using different materials and techniques -Making homes -Leaf printing <p>Festivals</p> <ul style="list-style-type: none"> -Diwali lamps (Diva lamps) -Pumpkin/ Apple stamps -Carving a pumpkin -Breadstick sparklers -Reindeer chocolates -Reindeer food 	<p>Dinosaurs</p> <ul style="list-style-type: none"> -Make a moving dinosaur -Recycled dinosaur -paper plate dinosaur -Fossils -Printing -Making pancakes -Chinese New Year <p>Food and Farming</p> <ul style="list-style-type: none"> -Baking -Cooking -Easter crafts -Festival of Holi -Mother's Day -Fruit and veg printing -Daffodil pictures -Animal art 	<p>Terrific tales and Rhythmic Rhymes</p> <ul style="list-style-type: none"> -Puppets -Story Sacks -measuring and baking -Making masks -Making houses using materials -Making wands -Designing carriage and shoes -Story pebbles <p>Fun at the Seaside</p> <ul style="list-style-type: none"> -Collage boats -Light house art -Design our own picnic -Father's Day crafts -Summer Art & Crafts -Beach pictures -Shell painting
	Cycle B	<p>Marvellous Me</p> <ul style="list-style-type: none"> -Clay hedgehogs -Make recycled homes -Self portraits -Cork printed autumn tree <p>Festivals</p> <ul style="list-style-type: none"> -Make Soup -Bonfire activities -Diwali activities -Poppy suncatcher -Make sparklers (Sticks and fabrics) -Christmas baking -Christmas crafts -Christmas cards -Nature wreaths 	<p>Animals around the World</p> <ul style="list-style-type: none"> -Textile animals -Junk Model Habitats -Marble rolling -Pop up/Moving animals -Threading -Shadow art -Making pancakes -Chinese New Year <p>Ticket to Ride</p> <ul style="list-style-type: none"> -Wheel printing and patterns -Egg tray trains -Collage vehicle -Paint racing -Junk Modelling bridges -Easter cards -Festival of Holi -Mother's day 	<p>Terrific tales and Rhythmic Rhymes</p> <ul style="list-style-type: none"> -Castles and clouds -Making bee bot maps -making cloaks -Baking Making puppets -Making houses -Patterns <p>Under the Sea</p> <ul style="list-style-type: none"> -Tube animals -Threading fish -Ocean Art -Animal Sculptures -Under the sea Box -Collage -Father's Day crafts
Year 1 & 2	Cycle A	<p>Structures: Constructing a windmill</p> <p>Inspired by the song, 'Mouse in a windmill', design and construct a windmill for a client (mouse) to live in. Explore various types of windmill, how they work and their key features.</p>	<p>Textiles: Puppets</p> <p>Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating.</p>	<p>Food: Fruit and vegetables</p> <p>Learn to distinguish between fruit and vegetables and where they grow. Design a fruit and vegetable smoothie and accompanying packaging.</p>
	Cycle B	<p>Textiles: Pouches</p> <p>Learn how to sew a running stitch ready to design, make and decorate a pouch using a template.</p>	<p>Mechanisms: Making a moving story book</p> <p>Explore slider mechanisms and the movement they output, to design, make and evaluate a moving storybook from a range of templates.</p>	<p>Food: A balanced diet</p> <p>Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to understand a balanced diet to develop a healthy wrap. Cooking and nutrition</p>

Year 3 & 4	Cycle A	<p>Mechanical systems: Making a slingshot car Using a range of materials, design and make a car with a working slingshot mechanism and house the mechanism using a range of nets.</p>	<p>Cooking and Nutrition: Adapting a recipe Work in groups to adapt an existing biscuit recipe, whilst taking into account the cost of the ingredients and other expenses against a set budget.</p>	<p>Electrical systems: Torches Identify the difference between electrical and electronic products. Evaluate a range of existing torches and their features, then develop a new functional torch design.</p>
	Cycle B	<p>Textiles: Fastenings Analyse and evaluate a range of existing fastenings, then devise a list of design criteria to design, generate templates and make a fabric book sleeve</p>	<p>Digital world: Electronic charm/Wearable Technology Design, develop a program, house and promote a Micro:bit electronic charm to use in low-light conditions.</p>	<p>Structures: Constructing a castle Identify and learn about the key features of a castle, before designing and making a recycled-material castle (structure).</p>
Year 5 & 6	Cycle A	<p>Mechanical systems: Pop-up book Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms.</p>	<p>Food: What could be healthier? Researching and modifying a traditional Bolognese sauce recipe to make it healthier. Children cook their healthier versions, making appropriate packaging and learn about farming cattle.</p>	<p>Electrical systems: Doodlers Our Doodlers unit explores series circuits further and introduces motors. Explore how the design cycle can be approached at a different starting point, by investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own.</p>
	Cycle B	<p>Textiles: Waistcoats Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble and decorate a waistcoat for a chosen purpose.</p>	<p>Structure: Playgrounds Designing and creating a model of a new playground featuring five apparatus, made from three different structures. Creating a footprint as the base, pupils visualise objects in plan view and get creative with their use of natural features.</p>	<p>Digital world: Navigating the world Programming a navigation tool to produce a multifunctional device for trekkers. Combining 3D objects to form a complete product in CAD 3D modelling software and presenting a pitch to 'sell' their product.</p>