



Great Meols Primary School, **Design and Technology** Long Term Plan

| | AUTUMN | SPRING | SUMMER |
|-----|---|--|--|
| FS1 | <p>Marvellous Me Simple construction kits Christmas themed craft activities. User, Purpose</p> | <p>Budding Stars Range of opportunities to allow children to develop skills in using scissors (with adult support). Simple construction kits – using picture based instructions (with adult support). Easter themed craft activities. User, Purpose</p> | <p>Ready, Steady, Grow Range of opportunities to allow children to develop skills and become increasingly independent when using scissors (with adult support). Simple construction kits – using picture based instructions with greater independence. Summer/animal themed craft activities. User, Purpose</p> |
| FS2 | <p>Marvellous Me Designing, making and evaluating ‘Harvest Hats’ – including the use of vegetable printing to decorate. Designing, making and evaluating Christmas decorations. User, Purpose</p> | <p>Once Upon a Time Using different textures and materials to make houses for the three little pigs and bridges for the three Billy Goats. Creating junk model castles and other props linking with work on fairy tales and other familiar stories. User, Purpose</p> <p>Come Outside Making a moving picture (Jack and the Beanstalk) Weaving – small and large scale e.g. using outdoor fence/weaving frame and making individual smaller creations to join together to make a blanket to help ‘Jack and Jill’ get better. User, Purpose</p> | <p>Fun at the Seaside Designing, making and evaluating hand puppets. Beachside Puppet Shows, enhancing the Puppet area with signs and pictures of beachside puppet theatres. User, Purpose</p> <p>Amazing Animals Children make their own junk model binoculars and cameras for their safari trip. Children taking part in whole class collaborative role play- enjoying a safari day! User, Purpose</p> |

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| Y1 | <p>Sliders and Levers Design, make and evaluate a space- themed scene User, Purpose, Design Decisions</p> | <p>Freestanding Structures Design, make and evaluate a strong chair for a teddy bear User, Purpose, Functionality</p> | <p>Preparing Fruit and Vegetables Design, make and evaluate fruit salad and dips User, Purpose, Design Decisions</p> |
| Y2 | <p>Templates and Joining Design, make and evaluate a finger puppet User, Purpose, Design Decisions</p> | <p>Preparing Fruit and Vegetables Design, make and evaluate a smoothie User, Purpose, Design Decisions</p> | <p>Wheels and Axles Investigate, design and make a moving vehicle User, Purpose, Functionality</p> |
| Y3 | <p>Pneumatics Design, make and evaluate a moving monster User, Purpose, Functionality, Design Decisions Healthy and Varied Diet Design, make and evaluate a healthy snack bar User, Purpose, Design Decisions, Innovation</p> | <p>Healthy and Varied Diet Design, make and evaluate a healthy snack bar User, Purpose, Design Decisions, Innovation</p> | <p>Shell Structures Design, make and evaluate an Egyptian pyramid User, Purpose, Design Decisions, Functionality</p> |

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| Y4 | <p>2D Shape to 3D Project Design, make and evaluate a purse/ wallet User, Purpose, Design Decisions, Functionality</p> | <p>Shell Structures Design, make and evaluate a keepsake box User, Purpose, Design Decisions, Innovation</p> | <p>Simple Circuits and Switches Design, make and evaluate a wire buzz game using circuits, buzzers and a switch User, Purpose, Functionality, Authenticity</p> |
| Y5 | <p>Combining Different Fabric Shapes Design, make and evaluate a tablet/phone/laptop case User, Purpose, Design Decisions, Innovation, Functionality, Authenticity</p> | <p>Celebrating Culture and Seasonality Design, make and evaluate a healthy bread User, Purpose, Design Decisions, Innovation, Functionality, Authenticity</p> | <p>CAMS Design, make and evaluate a moving toy using cams User, Purpose, Design Decisions, Innovation, Functionality, Authenticity</p> |
| Y6 | <p>Celebrating Culture and Seasonality Design, make and evaluate a healthy soup User, Purpose, Design Decisions, Innovation, Functionality, Authenticity</p> | <p>Pulleys and Gears Design, make and evaluate a working scale model of a fairground ride User, Purpose, Design Decisions, Innovation, Functionality, Authenticity</p> | <p>Frame Structures Design, make and evaluate a wind turbine User, Purpose, Design Decisions, Innovation, Functionality, Authenticity</p> |