



The Best That You Can Be

Devonshire Primary Academy

Design Technology Long Term Plan



Year 1			
Week	Autumn	Spring	Summer
SMSC /BV	<p>Reflect on ways in which products and inventions can improve the quality of life.</p> <p>Make healthy choices when designing a menu.</p> <p>Understand the importance of rules when using equipment.</p>	<p>Work collaboratively on a task.</p> <p>Listen to the views of others when evaluating work.</p>	<p>Develop their own ideas and share these with others.</p> <p>Select the tools and methods they feel are suitable and say why.</p>
1	1.1 What is DT? P31	1.6 lever mechanisms POP task P99/100	1.7 Wheel and axle mechanisms: design inspiration POP task P 120/121
2	1.2 Structures. POP task P35/35	1.6 lever mechanisms: finger fluency POP task P 101/102	1.7 Wheel and axle mechanisms: think POP task P 122-124
3	1.2 Structures: stability 1/2. POP task P 37-39	1.6 Lever mechanisms: design inspiration POP task P103/104	1.7 Wheel and axle mechanisms: think POP task P 125/126
4	1.2 Structures: strength POP task P40/41	1.7 Wheel and axle mechanisms P 115/116 POP task	1.7 Wheel and axle mechanisms: guided design POP task P 127-130
5	1.3 Frame structures POP task P43/44	1.7 Wheel and axle mechanisms: attaching P 117/119	1.7 Wheel and axle mechanisms: design challenge POP task P131
6	Food fruit salad- where does our food come from?		

Year 2			
Week	Autumn	Spring	Summer
SMSC /BV	<p>Reflect on ways in which products and inventions can improve the quality of life.</p> <p>Share and choose appropriate ideas.</p> <p>Respond to the work of others to evaluate their own and other's work.</p>	<p>Develop their own ideas and share these with others.</p> <p>Select the tools and methods they feel are suitable and say why.</p>	<p>Make healthy choices when designing a menu.</p> <p>Understand the importance of rules when using equipment.</p>
1	1.1 What is DT? POP task P32-34	1.3 Frame structure: design challenge POP task P58	1.9 Couscous dish POP task P149/150
2	1.3 Frame structures: finger fluency POP task P45/46	1.6 Lever mechanisms: guided design-think POP task P105-107	Food preparation 1 and 2 POP task P135-137
3	1.3 Frame structures: design inspiration POP task P47/48	1.6 Lever mechanisms: guided design-think – silver POP task P108/109	1.9 Couscous dish –think POP task P151-153
4	1.3 Frame structures: guided design – think POP task P49-51	1.6 Lever mechanisms: guided design- make. P110	1.9 Couscous dish: Guided design- think POP task P154-155
5	1.3 Frame structures: guided design - think POP task P52/53	1.6 Lever mechanisms: guided design- break, rethink. P111/113	1.9 Couscous dish: Guided design- make, break, re-make POP task P158-159
6	1.3 Frame structures: guided design – make POP task P54-57	1.6 Lever mechanisms: design challenge POP task P114	1.9 Couscous dish: design challenge P 160
7			Things to remember: sources p161/162 POP task

Year 3			
Week	Autumn	Spring	Summer
SMSC /BV	<p>Reflect on ways in which products and inventions can improve the quality of their life and the lives of other.</p> <p>Select the tools and methods they feel are suitable and say why.</p>	<p>Develop their own ideas and interests in design work.</p> <p>Listen to the views of others when evaluating work or products.</p>	<p>Work collaboratively on a task.</p> <p>Make healthy choices when designing a menu.</p> <p>Understand the importance of rules when using equipment.</p>
1	2.1 What is design and technology? POP task P169-172	2.4 Linked levers: guided design- make POP task P220	Things to remember: a balanced diet POP task P305-306
2	2.4 Linked levers POP task P209-210	2.4 Linked levers: guided design- break, re- think POP task P221-223	2.8 Vegetable soup: design inspiration POP task P277-278
3	2.4 Linked levers: finger fluency POP task P211-212	2.4 Linked levers: design challenge POP task P224	2.8 Vegetable soup: Food preparation 1/2: finger fluency POP task P279-281
4	2.4 Linked levers: design inspiration POP task P213-214	2.7 Shell structures POP task P259-260	2.8 Vegetable soup: guided design-think POP task P282-284
5	2.4 Linked levers: guided design- think Pop task P215-217	2.7 Shell structures: using CAD POP task P263-264	2.8 Vegetable soup: guided design-think POP task P285-286
6	2.4 Linked levers: guided design – think POP task P218-219		2.8 Vegetable soup: design challenge P291

Year 4			
Week	Autumn	Spring	Summer
SMSC /BV	<p>Reflect on ways in which products and inventions can improve the quality of their life and the lives of other.</p> <p>Develop a sense of curiosity through disassembly/deconstruction of products.</p>	<p>Listen to other people's ideas and respect their point of view.</p> <p>Work collaboratively on a task.</p>	<p>Make healthy choices when designing menus.</p> <p>Understand why we have rules for using equipment.</p> <p>Have opportunity to allocate roles in group work, take turns and use equipment safely.</p>
1	2.1 What is design and technology? POP task P169-172	2.3 Paper circuits: guided design-make, break, re-think P203-206	2.7 Shell structures: guided design- make POP task P272
2	2.3 Paper circuits: switches POP task P191-193	2.3 Paper circuits POP task: design challenge P207	2.7 Shell structures: guided design- break, re-think P273-275
3	2.3 Paper circuits: finger fluency POP task P194-195	2.7 Shell structures: finger fluency P261-261	2.7 Shell structures: design challenge P276
4	2.3 Paper circuits: design inspiration POP task P196-197	2.7 Shell structures: design inspiration POP task P265-266	Things to remember: seasonal food POP task P309-310
5	2.3 Paper circuits: guided design-think POP task P198-200	2.7 Shell structures: design-think POP task P267-269	Enrichment week food task Pasta salad
6	2.3 Paper circuits: guided design-think POP task P201-202	2.7 Shell structures: design-think POP task P270-271	Enrichment week food task Pasta salad

Year 5			
Week	Autumn	Spring	Summer
SMSC /BV	<p>Reflect on ways in which products and inventions can improve the quality of their life and the lives of other.</p> <p>Explore products and artefacts from a range of times.</p> <p>Develop a sense of curiosity through disassembly/deconstruction of products.</p>	<p>Work as a team, recognising others' strengths and sharing equipment.</p> <p>Respond to the work of others to evaluate their own and other's work.</p> <p>Develop their own ideas and interests in design work.</p>	<p>Work collaboratively on a task.</p> <p>Have the opportunities to offer 'constructive criticism'</p> <p>Make healthy choices when designing menus.</p> <p>Have opportunity to allocate roles in group work, take turns and use equipment safely.</p>
1	3.1 What is design and technology? POP task P313-316	3.5 Frame structures: guided design-make, break, re-think POP task P380-383	3.7 Cams: guided design –think POP task P412-413
2	3.5 Frame structures POP task P369-370	3.5 Frame structures: design challenge POP task P384	3.7 Cams: guided design –make POP task P414
3	3.5 Frame structures: finger fluency POP task P371-372	3.7 Cams POP task P403-404	3.7 Cams: guided design-break, re-think POP task P415-417
4	3.5 Frame structures: design inspiration POP task P373-374	3.7 Cams: finger fluency POP task P405-406	3.7 Cams: design challenge P418
5	3.5 Frame structures: guided design-think POP task P375-377	3.7 Cams: design inspiration POP task P407-408	3.8 Food throughout the year POP task P419-420
6	3.5 Frame structures: guided design-think POP task p378-379	3.7 Cams: guided design –think POP task P409-411	Bolognese p441-456 Enrichment week food task

Year 6			
Week	Autumn	Spring	Summer
SMSC /BV	<p>Reflect on ways in which products and inventions can improve the quality of their life and the lives of other.</p> <p>Explore products and artefacts from a range of times.</p> <p>Develop a sense of curiosity through disassembly/deconstruction of products.</p>	<p>Share and choose appropriate ideas.</p> <p>Listen to other people's ideas and respect their point of view</p> <p>Have the opportunities to offer 'constructive criticism'</p>	<p>Make healthy choices when designing menus.</p> <p>Have opportunity to allocate roles in group work, take turns and use equipment safely.</p> <p>Listen to the views of others when evaluating work or products.</p>
1	3.1 What is design and technology? POP task P313-316	3.3 Electronic motors: guided design- make, break, re-think POP task P348-351	3.4 Arch structures: guided design- think POP task P362-363
2	3.3 Electronic motors POP task P337-338	3.3 Electronic motors: design challenge POP task P352	3.4 Arch structures: guided design – break, re-think POP task P365-367
3	3.3 Electronic motors: finger fluency POP task P339-340	3.4 Arch structures POP task P353-354	3.4 Arch structures: design challenge P368
4	3.3 Electronic motors: design inspiration POP task P341-342	3.4 Arch structures: finger fluency POP task P355-356	Things to remember POP task P453/454
5	3.3 Electronic motors: guided design- think POP task P343-345	3.4 Arch structures: design inspiration POP task P357-358	Muffins Enrichment week food task
6	3.3 Electronic motors: guided design- think POP task P346-347	3.4 Arch structures: guided design- think P359-361	