



# Long term plan overview – DT (Lower)

		Year A			Year B			Year C		
		Term 1	Term 2	Term 3	Term 1	Term 2	Term 3	Term 1	Term 2	Term 3
Topics		Deadly 60 Chalk & Cheese	Waste warriors Preserving our past	Trout n'about Rivers	Habitats Toy Story	Antarctica Once upon a time	Garden grow Rainforests	Romans Light up the world	Great fire of London A to B	Watch me go! Lighthouse Keeper's lunch
Design	Understanding contexts, users and purpose		Sandwich wraps Link to PSHE and waste work			Explore & describe how puppets work – exploring all kinds.	Investigate users; Becky's customers – favourite fruit or herb		Understand context around wooden structures of houses – examine existing ones and roof types	Link to science learning on healthy food and a balanced diet. Make 'consumer' clear.
	Generating, developing, modelling and communicating ideas	Bug homes; Simple pictures, annotated with labels (Y1), clear design criteria (Y2) how it's fit for purpose (Y3)		Communicate ideas for product and set design criteria	Moving vehicle Disassemble vehicles to look at parts Model axels with different wheels to decide on final choice Design	Trialling different types of stitching: Blanket Running French knots (Y3)	Designing biscuits & buns: Simple pictures, annotated with labels (Y1), clear design criteria (Y2) how it's fit for purpose (Y3)	Develop ideas about a Christmas design to light up. Look at various electrical components; switch, buzzer, lightbulb	Design own house: Simple pictures, annotated with labels (Y1), clear design criteria (Y2) how it's fit for purpose (Y3)	
Make	Planning		Plan; Choice of fabric (materials)	Shop for ingredients	Plan schedule of work	Design puppet with clear criteria (basic)	Write/use method for making biscuits Plan the growing of herbs to add to bread.			Plan a lunch for the lighthouse keeper – balanced diet
	Practical skills and techniques	Bug homes • Cutting • Tools • Health & safety advice	Sandwich wrap • Sewing techniques (joining) • Cutting different shapes (Y1) accurately and safely	Cooking • Measure and weigh (Y1) • Cut, peel, grate, chop (Y2) • Combine ingredients (Y3)	Moving vehicles • Use wheels (Y1) • Create and use wheels and axles (Y2) • Create and use simple gears & linkages (Y3)	Puppet making Sewing using: • 1 stich (Y1) • 2 stitch types (Y2) • All 3 types (Y3)	Cooking: Using lets get cooking chart skills: • Creaming • Kneading • Rubbing	Electricity toy Create working circuits to light a bulb or work a buzzer (Y2) Build models including circuits with buzzers & bulbs (Y3)	House building Join appropriately (Y1) Join different materials (Y2) Create structures (Y1) Improve structure making it stiffer, stronger (Y2) use diagonal struts (Y3)	Cooking • Make changes to a recipe (bread type, sandwich fillings, muffin ingredients) • Cutting skills • Shelling (egg or prawns)



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Evaluate	Lower ideas and products	Bug homes Identify strengths & weaknesses (Y1) Compare to design criteria (Y2) Suggest improvement (Y3)		Cooking Identify strengths & weaknesses (Y1) Compare to design criteria (Y2) Suggest improvement (Y3)	Moving vehicle Identify strengths & weaknesses (Y1) Compare to design criteria (Y2) Suggest improvement (Y3)			Electricity Identify strengths & weaknesses (Y1) Compare to design criteria (Y2) Suggest improvement (Y3)		Compare to their plan – did they get everything made? What would they do in future? Did all the ingredients work?
	Existing products		Evaluate existing products for appeal and purpose – test them			Evaluate puppets against design criteria.			Evaluate structures of houses across the world for strength, purpose and material use.	