BEECHWOOD PRIMARY SCHOOL - LONG TERM PLAN DESIGN TECHNOLOGY



Intent

At Beechwood Primary School, we offer children the chance to use creative thinking and design within a defined purpose and tangible outcome. Through a variety of creative and practical activities, pupils are taught the knowledge, understanding and skills needed to engage in a process of designing and making. They work in a range of contexts often linked to a humanities topic and encourage cross curricular links to be made. Through the study of DT, pupils acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. High quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation. Activities are the planned, weaving the RESPECT values throughout each session. Learning Challenges are introduced in most sessions, encouraging children to take an active role in their learning, but also to help learning becoming sticky!

	Autumn	Spring	Summer
Year R	Design and Technology	Food Preparation	Sliding Mechanisms
	Design and make a large scale scarecrow	Peel, chop and grate a variety of foods	Design and make a zoo animal linked to
	using a variety of resources	using a range of tools safely	class text 'Dear Zoo'
			Malleable materials
			Design and make an animal using dough
			or clay, exploring using tools safely
Year N	Model making	Junk Modelling	Exploring Materials
	Design and make a simple model with the	Expanding on skills from Autumn term	Inspired by Piet Mondrian's work
	addition of extra features.	from den building. Creating props that	children are to explore materials and
	Den Building	aid everyday life by exploring different	how to construct them safely .
	Working collaboratively to design dens	materials.	
	based on suitable materials.		
Year 1	Moving Pictures	Moving Vehicles	Cooking & Nutrition - Healthy Lunches
	How can you make a picture move?	How do vehicles move?	What makes a healthy lunch?
Year 2	Cooking and Nutrition - Bread	Kites	Puppets
	Why did poor Victorians eat a lot of	Does a kite have to be a diamond shape	Can you make a seaside puppet show?
	bread?	to fly?	

Year 3	Cooking and Nutrition - Seasonal	Moving Monsters	Stone Age Storybooks
	Foods	How can you make a monster move?	How can you make a book interactive?
	What grows in Britain in each season		·
	and how does this affect the food that		
	we eat?		
Year 4	Mini Greenhouses	Light Up Messages	Money Containers
	How can we recreate the Egyptian	Can we use electricity to light up a	How can you stop the Romans from
	climate to help us to grow food?	message?	losing all of their coins?
Year 5	Bridges	Birdhouses	Cooking and Nutrition - Global Foods
	Why don't bridges collapse?	Can you create the perfect home for a	Why do diets around the world vary?
		bird?	·
Year 6	Programming	British & Chinese Inventions	Brazilian Costumes
	How can you open and close a door	How do we use British and Chinese	How can you recreate a Brazilian
	automatically?	inventions today?	costume?