

Queensbridge Community Primary School

Design and Technology Long Term Plan

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Explore materials with different properties (UtW). Start to make marks intentionally (EA&D). Explore paint, using fingers and other parts of their bodies as well as brushes and other tools (EA&D).	Use large-muscle movements to wave flags/ribbons, paint and make marks (PD). Show preference for a dominant hand (PD). Using one-handed tools and equipment, for example, making snips in paper with scissors (PD). Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make (EA&D). Explore different materials using all their senses to investigate them (EA&D). Manipulate and play with different materials (EA&D). Use their imagination as they consider what they can do with different materials (EA&D). Make simple models which express their ideas. (EA&D)	Explore how things work. (UtW) Explore different materials freely, to develop their ideas about how to use them and what to make (EA&D). Develop their own ideas and then decide which materials to use to express them (EA&D). Join different materials and explore different textures. (EA&D)	Choose the right resources to carry out their own plan (PD) Draw with increasing complexity and detail, such as representing a face with a circle and including details (EA&D).	Match their developing physical skills to tasks and activities in the setting (PD). Explore collections of materials with similar and/or different properties. (UtW) Respond to what they have heard, expressing their thoughts and feelings (EA&D).	Use a comfortable pencil grip with good control (PD).

Reception	Use one-handed tools and equipment.(PD) Use a comfortable grip with good control when holding pens and pencils (PD). Use large-muscle movements to wave flags and streamers, paint and make marks (PD). Use all their senses in hands on exploration of natural materials (UtW) Explore different materials freely, to develop their ideas about how to use them and what to make (EA&D). Join different materials and explore different textures (EA&D)	Explore different materials freely, to develop their ideas about how to use them and what to make.(EAD) Join different materials and explore different textures (EA&D).	Develop small motor skills so they can use a range of tools competently, safely and confidently (PD) Explore, use and refine a variety of artistic effects to express their ideas and feelings (EA&D). Return to and build on their previous learning, refining ideas and developing their ability to represent them (EA&D).	Explore, use and refine a variety of artistic effects to express their ideas and feelings (EA&D). Return to and build on their previous learning, refining ideas and developing their ability to represent them (EA&D). Confidently and safely use a range of large and small apparatus indoors and outdoors, alone and in groups (PD).	Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen (C&L). Create collaboratively, sharing ideas, resources and skills (EA&D).	Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen (C&L). Create collaboratively, sharing ideas, resources and skills (EA&D).
	Year 1	Cooking and Nutrition-		Structures		Mechanisms- Sliders and Levers

		Preparing fruit and vegetables Fruit salad		Freestanding Structures		
Year 2		Cooking and Nutrition – Preparing fruit and vegetables Vegetable Snacks		Mechanisms Wheels and axles		Textiles Templates and joining techniques
Year 3		Cooking and Nutrition- Healthy Diet- Stir Fry		Structures- Shell Structures (including CAD)		Textiles 2D shape to 3D product
Year 4		Cooking and Nutrition - Healthy Diet- Improving Pizza		Mechanisms Levers and linkages		Electrical Systems Simple circuits and switches (including programming and control)
Year 5		Cooking and Nutrition – Culture and seasonality- Stew		Electrical Systems More complex switches and circuits (including programming, monitoring and control)		Structures- Frame structures

Year 6		Cooking and Nutrition - Culture and seasonality- Indian Food		Mechanical Systems Pulleys or gears	.	Textiles Combining different fabric shapes (inc, CAD)