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| **DT Long Term Plan** | Topic 1 | Topic 2 | Topic 3 | Topic 4 | Topic 5 | Ongoing  |
| **Nursery** | Experiment with colours and materials |
| **Reception** | -Threading, cutting, weaving, playdough, Fine Motor activities. -Manipulate objects with good fine motor skills -Draw lines and circles using gross motor movements -Hold pencil/paint brush beyond whole hand grasp-Pencil Grip -Taking shoes off and putting them on | -Threading, cutting, weaving, playdough, Fine Motor activities. -Develop muscle tone to put pencil pressure on paper -Use tools to effect changes to materials -Show preference for dominant hand. -Putting on coat independently | -Threading, cutting, weaving, playdough, Fine Motor activities. -Begin to form letters correctly -Handle tools, objects, construction and malleable materials with increasing control.-Zipping up coat independently-Cutting with Scissors | -Threading, cutting, weaving, playdough, Fine Motor activities. -Hold pencil effectively with comfortable grip -Forms recognisable letters most correctly formed-Developing control to do up buttons | -Threading, cutting, weaving, playdough, Fine Motor activities. -Develop pencil grip and letter formation-Use one hand consistently for fine motor tasks-Cut along a straight line with scissors-Start to cut along a curved line, like a circle  | -Threading, cutting, weaving, playdough, Fine Motor activities. -Form letters correctlyCut a shape out using scissors-Begin to draw diagonal lines, like in a triangle-Start to colour inside the lines of a picture-Draw pictures that are recognisable -Build things with smaller linking blocks, such as Duplo or Lego |
| **Reception** Curricular Goals  | Hold a pencil effectivelyUse simple tools with confidenceDevelop control, co-ordination, balance and strength |
| **Year 1**Robots Fire FireGrowth and Green FingersFamily Album The Great Outdoors  |  | Mechanisms - pop ups and simple card levers | Food - preparing and combining foods |  | Structures - stability and strength |  |
| **Year 1/2** The Place where I live Penguins, Pigs and PosumsExplorers Growth and Green Fingers Buckets and Spades |  |  | Mechanisms – wheels and axels | Food – preparing and combining foods |  |  |
| **Year 2**The place Where I LiveFighting FitExplorers The Far Shop Wind in the Wilows  |  |  | Mechanisms - wheels and axles | Food - the eatwell plate, where food comes from, principles of a healthy diet | Textiles - using a template, simple joining, choice of stitches, choice of materials |  |
| **Year 3**There’s No place like home Healthy HumansRock and Roll The Iron Man What the Romans did for us  |  | Food - simple dish - the eatwell plate |  | Mechanical systems - levers and linkages |  |  |
| **Year 3/4**Sparks Might FlyThe Great PlagueHow does your garden grow?Water Water Everywhere Passport to Eaurope  | ICT and electrical systems - control and electrical components  |  | Structures - shell/frame structures and strengthening |  | Textiles - seams, stiffening and strengthening, materials and fastenings  |  |
| **Year 4/5**Faster, Higher, StrongerHuntedPassport to EuropeThe Art of Food A Kingdom United  |  | Food - simple savoury food and cooking techniques | Textiles - seams, stiffening and strengthening, materials and fastenings |  |  |  |
| **Year 5/6**A Kingdom United Food Glorious Food Earthings Inventors and Inventions Amazon Adventure  |  | Food - food from another culture, variety of cooking techniques |  | Mechanical systems - cams, pulleys and gears | 3D Textiles - using gussets, using patterns, joining with seam allowance, combining fabrics |  |
| **Year 6**SurvivalBritten’s got talent Heroes and VillainsSuper Sleuth Oh I do like to be beside the seaside  |  |  | Food - chefs, food heroes, designing a healthy menu/eat well plate |  | Combining learning from across design and technology skills bases - structures, mechanical systems, electrical systems, ICT programming and control |  |