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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 correctly  Cut 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 effectively  Use simple tools with confidence  Develop control, co-ordination, balance and strength | | | | | |
| **Year 1**  Robots  Fire Fire  Growth and Green Fingers  Family 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 Posums  Explorers  Growth and Green Fingers  Buckets and Spades |  |  | Mechanisms – wheels and axels | Food – preparing and combining foods |  |  |
| **Year 2**  The place Where I Live  Fighting Fit  Explorers  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 Humans  Rock 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 Fly  The Great Plague  How 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, Stronger  Hunted  Passport to Europe  The 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**  Survival  Britten’s got talent  Heroes and Villains  Super 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 |  |