

St Joseph's Catholic Voluntary Academy



"At St Joseph's Academy with God's guidance, we love, learn, respect and forgive".

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 activitiesManipulate 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 activitiesDevelop muscle tone to put pencil pressure on paper -Use tools to effect changes to materials -Show preference for dominant handPutting on coat independently	-Threading, cutting, weaving, playdough, Fine Motor activitiesBegin 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 activitiesDevelop 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 activitiesForm 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 2 The place Where I Live Fighting Fit Explorers The Far Shop Wind in the Wilows			Mechanisms - wheels and axles	Food - the eat well 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		Food - simple dish - the eat well plate		Mechanical systems - levers and linkages					



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What the Romans did						
for us						
Year 4 Sparks Might Fly The Great Plague How does your garden grow? Water Water Everywhere	ICT and electrical systems - control and electrical components		Structures - shell/frame structures and strengthening		Textiles - seams, stiffening and strengthening, materials and fastenings	
Passport to Europe 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	